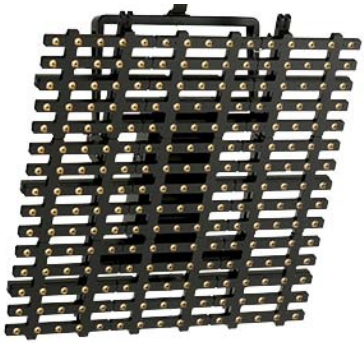
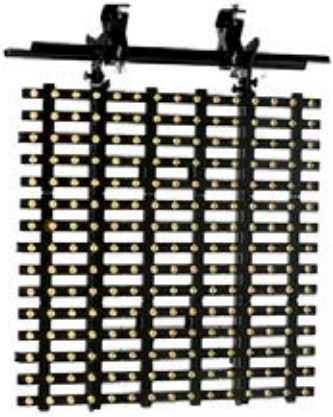
elidy

the led scream





User Manual
V3.0 / Software V2.0

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Issue	***Change***	***First issue: 12.11.20***
V2.0	Base	12.11.22
V2.1	Lightened base	12.11.23
V2.2	Base for translation	12.11.25
V3.0	Firmware V2.0_EN	13.06.21

Hello,

Thank you for using our equipment and for your confidence in us.

We endeavour to provide you with high quality equipment which is reliable and easy to use and strive to meet your expectations.
If, however, you find defects or malfunctions, we will be very happy to resolve any problems for you as quickly as possible.

This user manual relates to all products in the Elidy range.

For your safety, please read this manual carefully before using the equipment for the first time.

If you have any questions or require additional information:
support@chromlech.com

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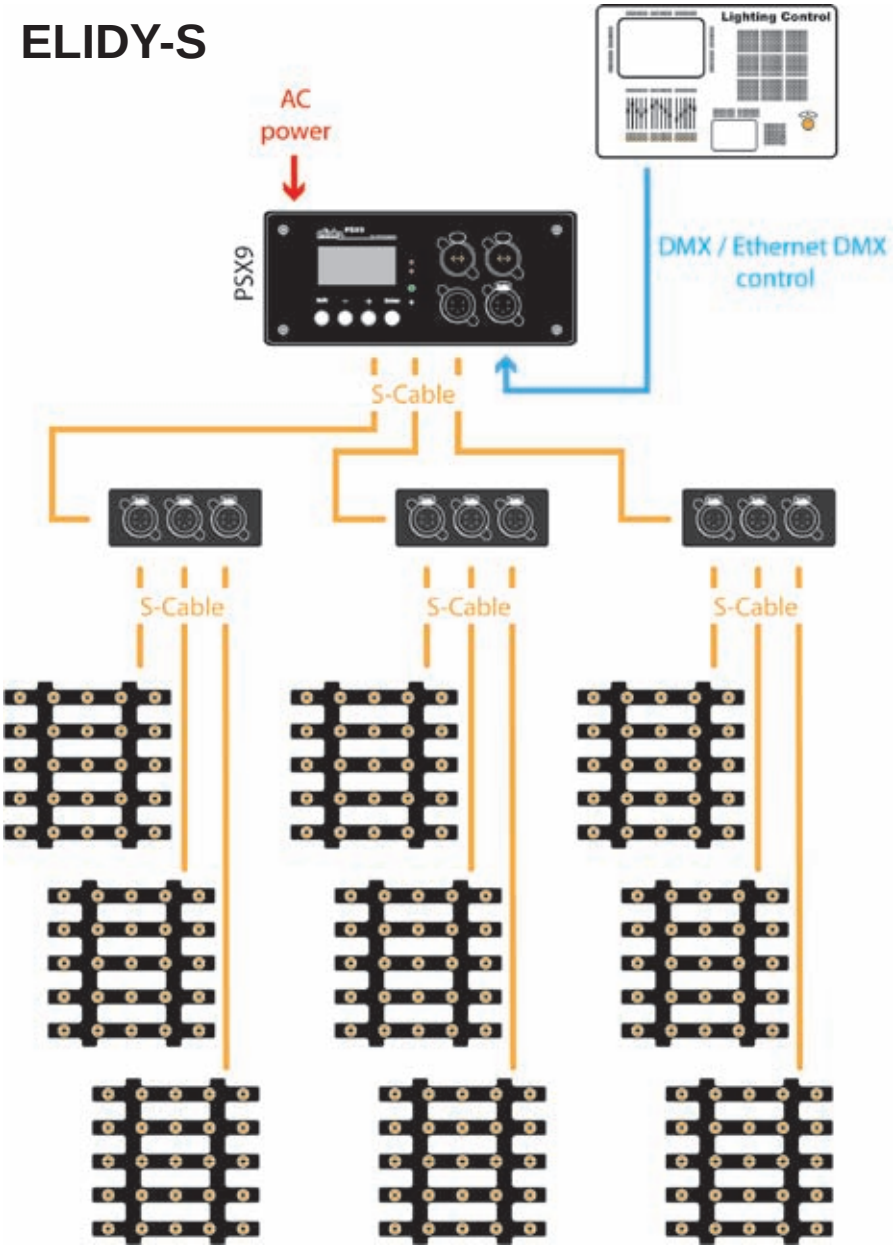
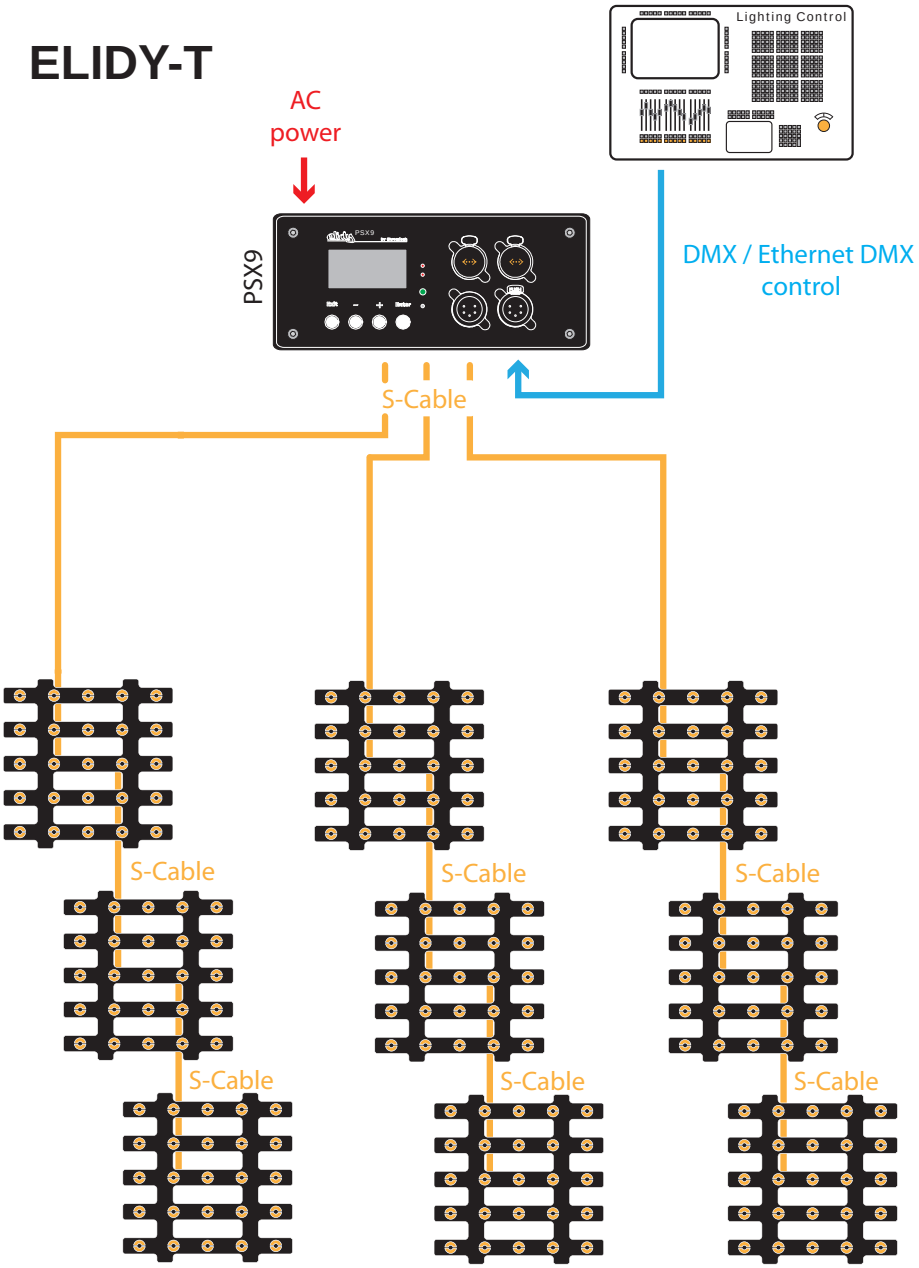
ELIDY-S


Lighting Control
AC
power
PSX9
DMX / Ethernet DMX
control
S-Cable
S-Cable
S-Cable
S-Cable

ELIDY-T


Lighting Control
AC
power
PSX9
DMX / Ethernet DMX
control
S-Cable
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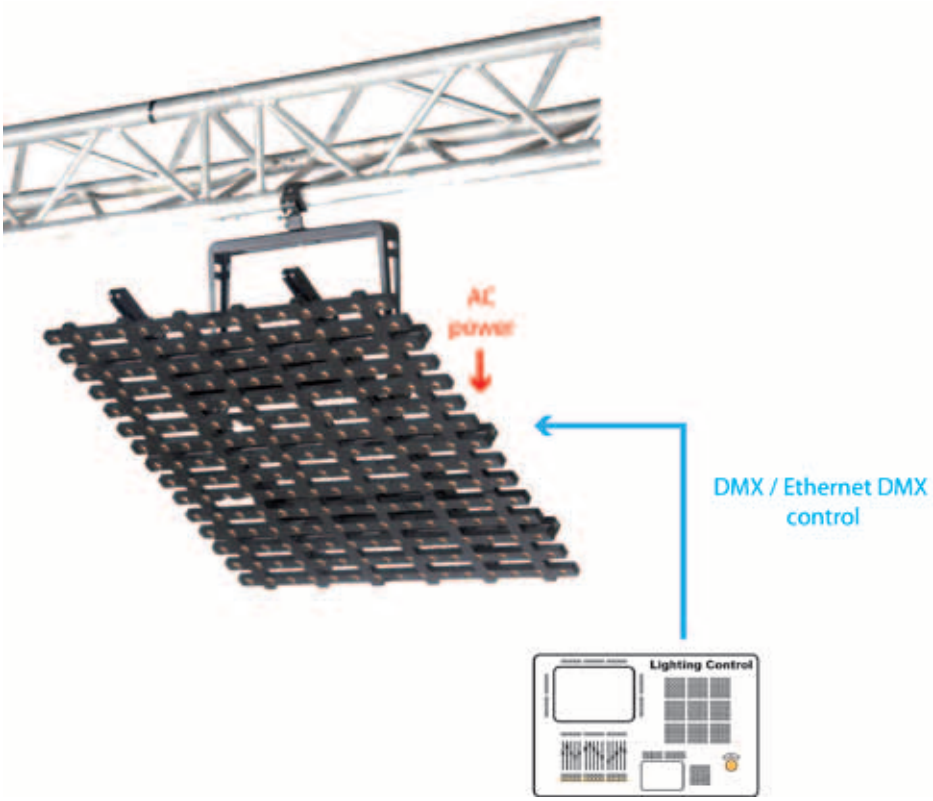
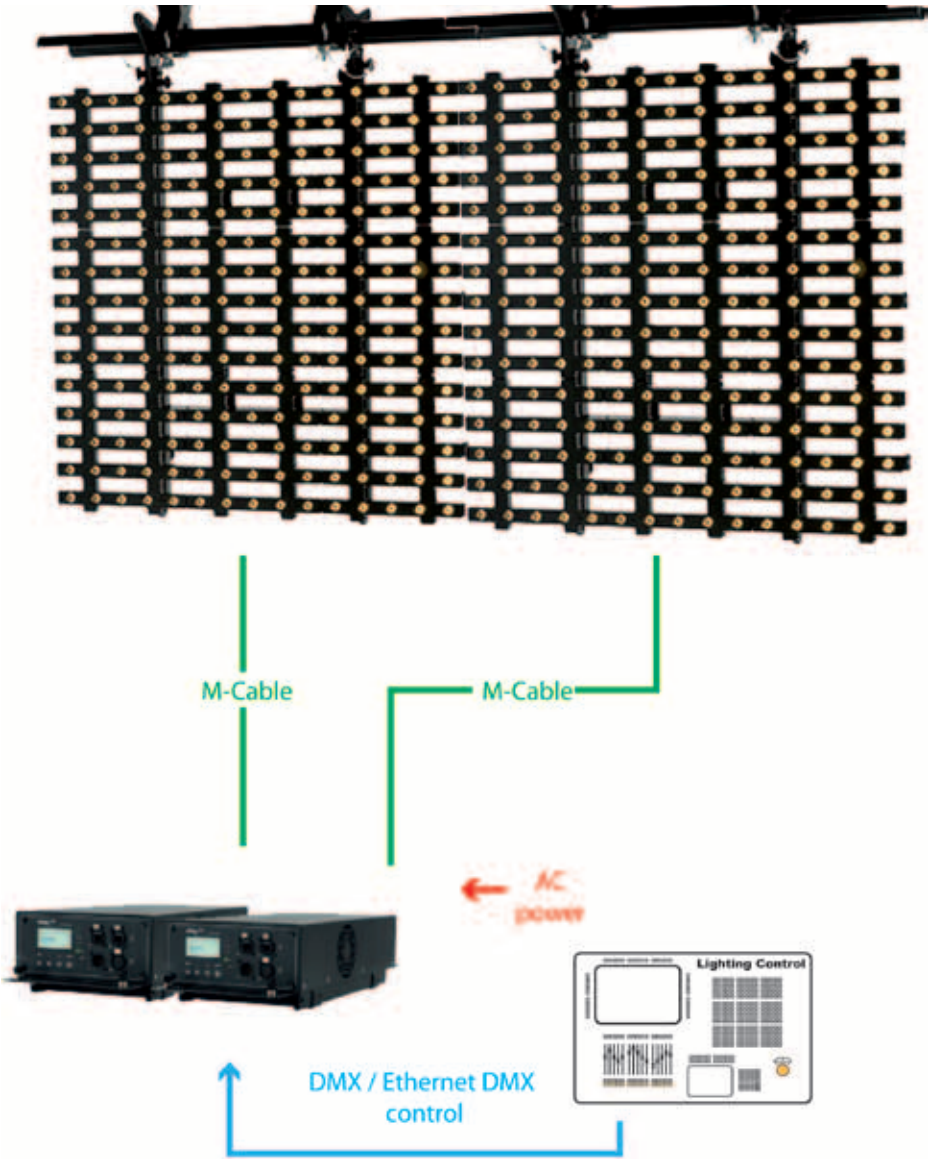
S-Cable

ELIDY-BIG



ELIDY-WALL


M-Cable
M-Cable
AC
power
Lighting Control
DMX / Ethernet DMX
control

Safety guidelines and precautions for use

For your safety and that of others, it is essential you read this manual carefully and follow the instructions closely.

This equipment is reserved for professional use.
It is not intended for domestic use. This product can cause serious or even fatal injuries by fire, electrocution and falling from height.
Only experienced and qualified users are allowed to install and use the products in CHROMLECH's ELIDY range.
Do not allow inexperienced persons to handle the products.

• • •

Before using the equipment for the first time, ensure it has not suffered any damage during transit. If so, DO NOT USE the equipment and contact your CHROMLECH dealer.

• • •

In all cases, always inspect the mechanical and electrical parts of ELIDY equipment before fitting to check they are not damaged.
In particular, check the lifting points, locking pins and connectors.
If there is any doubt that one of these parts may be damaged or faulty, DO NOT USE THE PARTS CONCERNED and contact your dealer.

• • •

The manufacturer can not be held liable for damages caused by non-compliance with safety, installation and fitting instructions contained in this manual or by any modifications made to products in the ELIDY range.
Non-compliance with safety, installation and fitting instructions or any modifications made to products in the ELIDY range will nullify the warranty.

• • •

Products in CHROMLECH's ELIDY range comply with the EC standard.

Electrical safety

RISK OF ELECTRIC SHOCKS. ALWAYS DISCONNECT EQUIPMENT BEFORE HANDLING OR CARRYING OUT MAINTENANCE

Check that your electrical installation complies with current standards.

Always connect the product to electrical ground.

The PSX9 power unit must be connected directly to the mains (100-240 VAC~ / 50-60 Hz).
DO NOT CONNECT TO AN ELECTRONIC OUTPUT (dimmer, solid-state relay, etc.)

Do not connect any device other than the PSX9 power unit to the power supply repeater socket.

Ensure the repeater power supply is not overloaded (MAX 16 A).

To ensure the PSX9 power unit operates satisfactorily, be careful not to obstruct the ventilation grills.

The ELIDY-S, WALL and BIG products need a hybrid power cable designed by CHROMLECH to operate. This cable is not supplied with the product and is available as an optional extra in a wide variety of lengths. Chromlech declines any liability if other cables are used to operate products in the ELIDY range.

Installation

Products must be installed according to "best practice" by qualified and certified personnel.

• • •

Installation personnel should wear statutory safety equipment while putting up and taking down the system.

• • •

Ensure that the public and personnel are prevented from passing underneath the system while it is being rigged. The rigging area must be cordoned off and inaccessible to the public.

• • •

Never leave the system unattended during installation.

• • •

Do not allow anybody, whether stage hands, artists or members of the public, to climb, jump or hang from products in the ELIDY range.

• • •

Do not place any object, however small, on the equipment during rigging. It may fall while the equipment is being suspended and cause personal injury.

• • •

NEVER attach any equipment other than CHROMLECH accessories to ELIDY products.

• • •

CHROMLECH is not liable for rigging accessories that are not manufactured by CHROMLECH.

• • •

The safety cable (not supplied) must have a suitable SWL for the weight of the device you wish to secure. The safety cable, which must be attached correctly to the device and the support frame, must be installed so that if the main support system fails, the fall of the device will be limited as much as possible. If a safety cable comes into play following a fall, IT IS ESSENTIAL to replace it.

• • •

Take the same care when taking the system down as when installing it. Pack it away carefully after use.

Further information

The protection rating for products in the ELIDY range is IP 32.
PRODUCTS IN THE ELIDY RANGE MUST NOT BE USED OUTSIDE WITHOUT PROTECTION FROM THE WEATHER.

• • •

Risk to the eyes. Products in the ELIDY range use high-power LED (Light Emitting Diode) light sources. As such you are strongly advised not to look directly at the light source. Prolonged exposure can cause ocular lesions.

• • •

Devices must not come into contact with a flammable surface. In all cases, comply with a distance of at least 200 mm between the devices and nearby flammable surfaces.

• • •

All information provided in this manual is liable to change without notice. It is your responsibility to check for updates to this manual.

• • •

Chromlech reserves the right to modify and improve any aspect of the products in its range over time without being obliged to incorporate these modifications into products sold previously.

• • •

It is strictly prohibited to put products in the ELIDY range in a washing machine and even less in a microwave oven.

Elidy-S
Rigging system

The Elidy-S is an array fitted with a swivelling double yoke.

The Elidy-S-yoke has 4 main functions:

1- Attach the Elidy-S by means of a standard proprietary hook

Diameter of through hole for hook:
13 mm (see drawing)
The hook must be able to support the weight of the Elidy-S, namely 3.1 Kg

A safety sling must be used between the array and the rigging component.

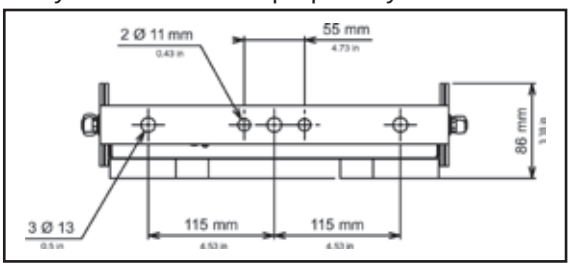
2- Attach to another Elidy-S in order to create a ladder of up to **three** Elidy-S suspended one underneath the other.
Assembly is by means of two M10 bolts inserted into the external drilled holes of the yoke. ***(see drawing)***

A safety sling must be used between arrays and the rigging component.

3- Install the Elidy-S on the ground

Through its double yoke, the Elidy-S may be placed on the ground and very simply swivelled into any position.

4- Install the Elidy-S on a standard proprietary mount

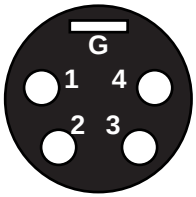


Elidy-S
Connections

The Elidy-S must only be powered from a PSX9 power unit.

We recommend the use of Chromlech cables (M-cable, S-cable).
Input connector:
The Elidy-S is fitted with one XLR 4 input connector.
Pinouts:

1	Power Gnd
2	DMX -
3	DMX +
4	Power 48V
G	Ground (optional)



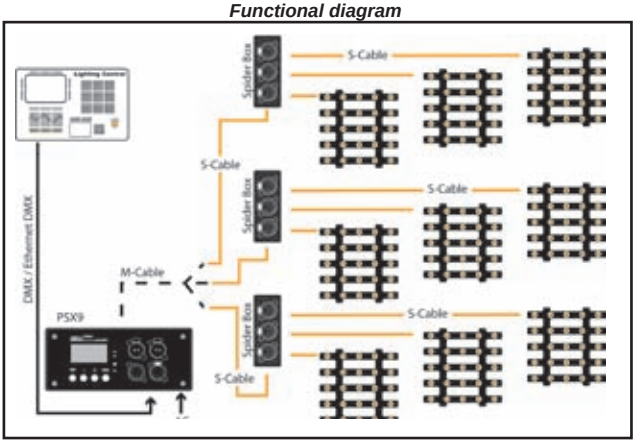
Cable characteristics:

Power supply: 2 x 2mm²
Data: Screened twisted pair 2 x 0.35mm²

It is possible to connect 3 Elidy-S onto each of the 3 PSX9 power outputs, i.e. 9 Elidy-S maximum per PSX9.
To this end, use the Spider Box tapoff boxes provided for this purpose.

- Never connect more than 3 Elidy-S per PSX9 output.
- Do not chain more than 2 Spider Boxes.

Functional diagram



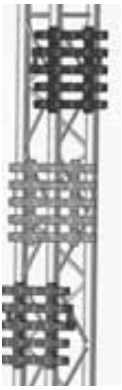
The distance between the PSX9 and the Elidy-S tiles is 50m maximum

Elidy-T
Rigging system

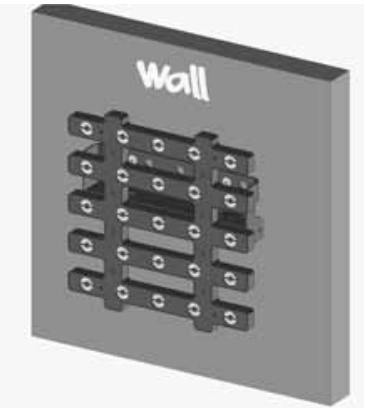
The Elidy-T is an array fitted with a fixed rigging system, the T-mount.

The purpose of the T-mount is to secure the Elidy-T as near as possible to its rigging support:

1- Attach the Elidy-T by means of a standard proprietary hook



2- Attach the Elidy-T to a decoration item



Elidy-T
Connections

The Elidy-T must only be powered from a PSX9 power unit.

We recommend the use of Chromlech cables (M-cable, S-cable).
The Elidy-T are fitted with an input and an output and can thus be chained. However, it is still possible to use Spider Boxes.
Input connector: XLR female 4 pin
Output connector: XLR male 4 pin

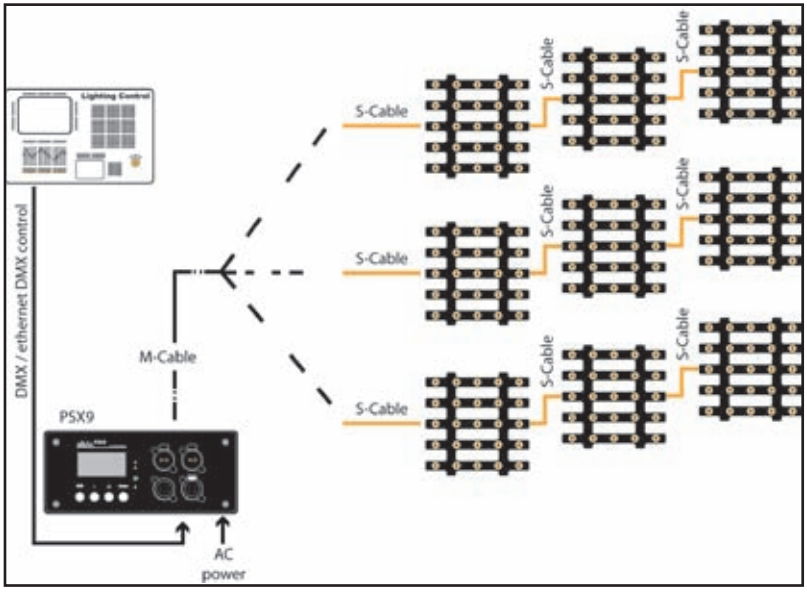
The cable used features the same characteristics as Elidy-S (see page 15).

It is possible to connect 3 Elidy-T onto each of the 3 PSX9 power outputs, i.e. 9 Elidy-T maximum per PSX9.

- Never connect more than 3 Elidy-T per PSX9 output

The distance between the PSX9 and the Elidy-T tiles is 50m maximum

Functional diagram



Elidy-BIG
Rigging system

The Elidy-BIG is an array fitted with a swivelling yoke.

The yoke can be removed. It is fitted to the frame using the 4 screws provided.

A suitable safety sling must be used between the array and the rigging component.

Yoke mounting

The yoke allows the Elidy-BIG to be attached to any type of framework using standard hooks so that it can be panned and tilted easily.

The yoke of the Elidy-BIG has been designed to support a frame and its 9 active tiles.

Do not rig other frames beneath it

Under no circumstances may the yoke replace a spreader bar ("bumper")

Elidy-BIG
Connections

Fit the PSX9 power unit onto the frame using the support plate provided.

Connect the 3 outputs (XLR 4) of the PSX9 to the 3 inputs (XLR 4) on the frame.
Connect the PSX9 power unit to the mains (100-230V / 50-60Hz / 3.5A / 800W).
Connect the DMX or Ethernet cable.

If you wish, you can install the PSX9 remotely using an M-Cable or 3 S-Cables.

Elidy-WALL
Rigging system

The Elidy-WALL have been designed to be assembled VERTICALLY very quickly.
You can assemble up to 11 Elidy-WALL one underneath the other (MAX 10 meters).
All the parts necessary for fitting are integrated in the frame of the Elidy-WALL.
However, it is essential to use the Elidy-BUMPER spreader bar provided to start assembling each column.
1 COLUMN = 1 ELIDY-BUMPER.

1- Fitting the Elidy-BUMPER

- Rigging must be carried out by qualified personnel (for more information refer to chapter "Safety rules and precautions for use").

- Ensure that the support on which the Elidy-WALL are to be rigged can support the load, is in a good state of repair, stable and made safe.
In all cases, YOU ARE FULLY LIABLE FOR THE SUPPORTING FRAME ON WHICH THE ELIDY-WALL ARE MOUNTED.

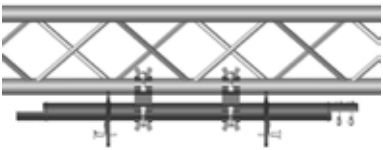
The Elidy-BUMPERs must be fixed to the supporting frame using 2 double collars, diameter 50 mm (not supplied). These double collars must have a SWL suited to the height and weight of your column.

1 ELIDY-WALL = 30 Kgs (including power supply and cabling)
11 ELIDY-WALL = 330 Kgs.

We recommend you begin assembling your wall with the central Elidy-BUMPER, this will ensure your rig is centred correctly.

Then place the Elidy-BUMPERs on either side of your reference point to form your first row.

The ideal collar location on the Elidy-BUMPER is as follows:



However, it may not be possible to produce this configuration. In this case, you can move the collars on the Elidy-BUMPER. However, you must ensure the collars are installed within the male clevises.

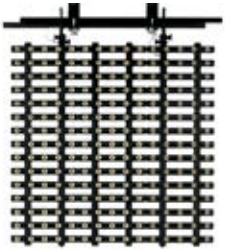
Check that the Elidy-BUMPER is orientated correctly. The clevis stops and quick-release pins must be pointing downwards.

To fit the Elidy-BUMPERs to each other, you must use the bolts provided. For assembly in a row, lock the 2 bolts as indicated in the figure opposite.

You can also place the Elidy-BUMPERs off-centre, to create different orientation angles.
To do this, you must only use one of the two bolts and space out the ends of each Elidy-BUMPER.

Now you have created your Elidy-BUMPER row, you can assemble the Elidy-WALL underneath.

Elidy-WALL is composed of 9 Active Tiles and 1 frame.
It works with 1 PSX9, 1 M-cable or 3 S-cables, 1 Bumper for each Elidy-WALL column.



- 2 people are required to correctly assemble the Elidy-WALL on the Elidy-BUMPERs. Stand on either side of the array to move and lock it.

- You can grip the Elidy-WALL anywhere. All components can temporarily support the weight of the array.

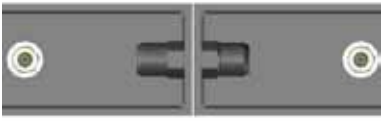
- Ensure your Elidy-WALL is orientated correctly. The female clevises of the load bearing components must be facing upwards and the connectors downwards.

The Elidy-WALL can be assembled vertically using the 2 load bearing components provided

- The 3 transverse bars are only used for fixing the active tiles.

THE TRANSVERSE BARS ARE NOT A LOAD BEARING FRAME

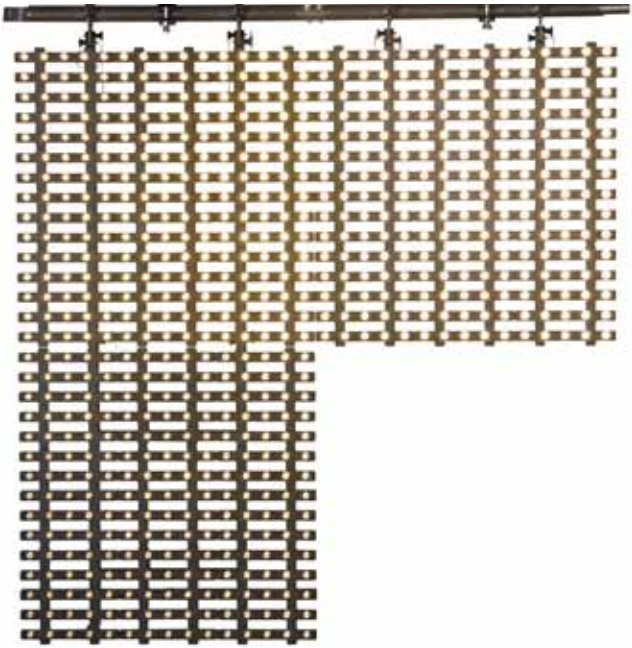
Coupling of two transverse bars



To insert or unhook the detent pins, you must press the red push-button fully down to unlock the safety device.

Start by assembling the central Elidy-WALL. Insert the female clevises of the Elidy-WALL into the male clevises of the Elidy-BUMPER up to the stops provided.
Lock the assembly using the 4 detent pins
(2 on the Elidy-BUMPER, 2 on the Elidy-WALL).

Repeat the operation up to your first row.



To finish off, wire up the Elidy-WALL, secure them, raise your supporting frame by 1 m and start to work on the next row.

Elidy-WALL
Connections

The Elidy-WALL must only be powered from a PSX9 power unit.

We recommend the use of Chromlech cables (M-cable, S-cable).
The maximum distance between the PSX9 power unit and the Elidy-Wall is **50m**.
Input connector:
The Elidy-WALL is fitted with 3 XLR 4 input connectors.

Pinouts:

1	Power Gnd
2	DMX -
3	DMX +
4	Power 48V
G	Ground (optional)

Cable characteristics:

Power supply: 2 x 2mm²
Data: Screened twisted pair 2 x 0.35mm²

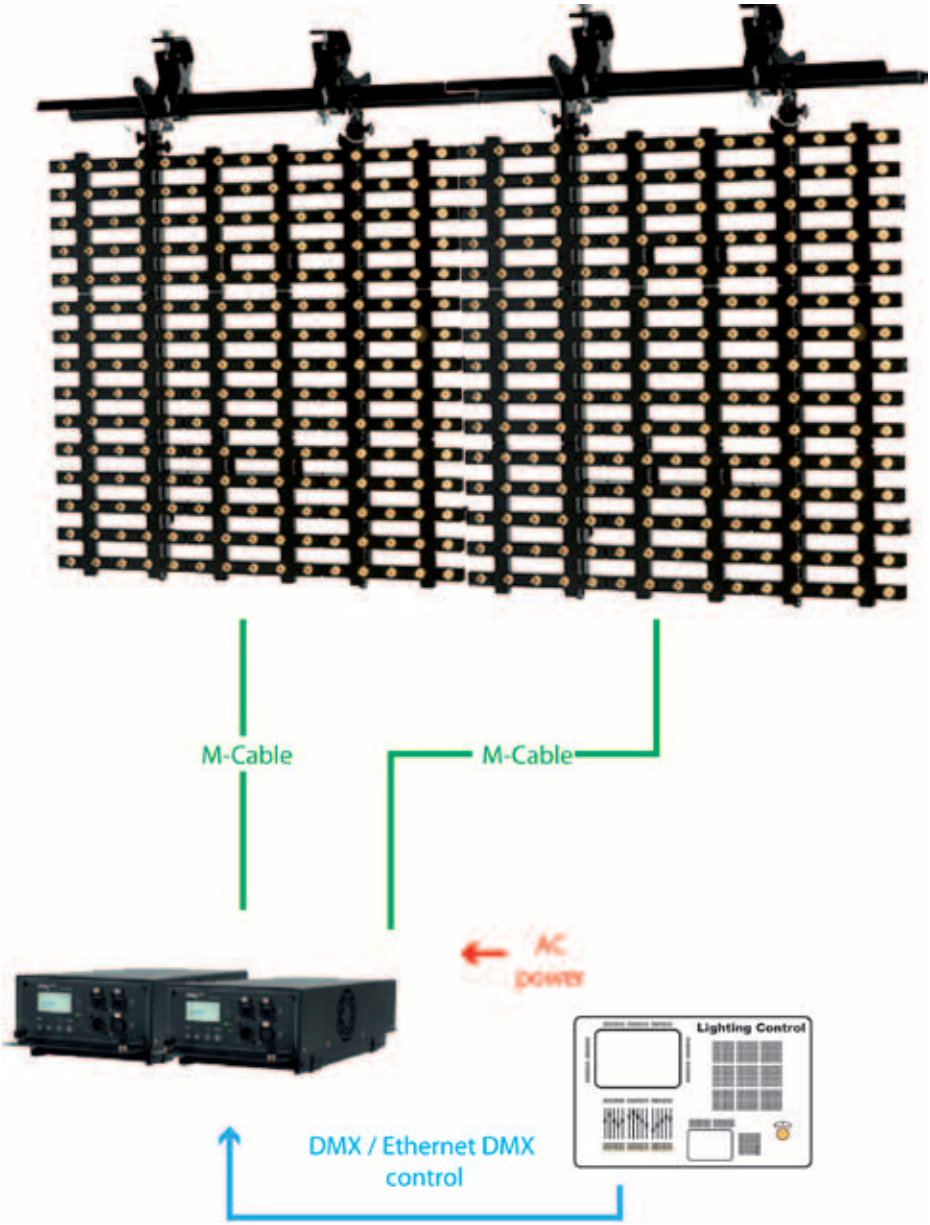
1 ELIDY-WALL = 1 PSX9

Connect the cable bundles from the frame to the PSX9 power unit

Different configurations are possible:

- PSX9 on the frame
- PSX9 installed remotely on a bridge above the screen (50m max.)
- PSX9 installed remotely on the ground in a rack provided for this purpose (50m max.)

Functional diagrams



PSX9 Power unit
Detail of buttons and menu

Front panel

RJ45 network connectors on Neutrik socket base
Ethernet control: Splitter type link for "daisy chain" chaining
Power supply configuration: link to web browser

DMX type XLR5 connectors on Neutrik socket base
DMX input and output

Information:

N1
N2
Data
Micro

	On	Red	Green	Flashing
LED Network 1	Network present (1)	X	X	Network data
LED Network 2	Network present (2)	X	X	Network data
LED DATA	PSX9 energised	No DATA	DATA OK (DMX or Artnet)	Fault
MICRO	X	X	X	X

Key functions:

Screen interface	Menu function		Setting function	
Exit	Return to previous menu	←	Cancel setting	**X**
-	Previous row	↑	Decrement value	**-**
+	Next row	↓	Increment value	**+**
Enter	Enter menu	→	Confirm setting	**OK**

Depending on the context, these keys also have an alternative function:

Keys	Homepage	Menu	Adjust value
-	Shortcut to configuration view		
+	Shortcut to output status view		
- & + (Press simultaneously)		Return to the screen	Return to the min. value

Rear panel

Connectors from the mains supply of the PSX9 power unit.
"Powercon True-One" connectors, 1 Input / 1 Output
(option to cascade the PSX9 power units up to 16A max).

Input protection fuses, mains supply

Serial number of the PSX9 power unit.

XLR 4 connectors
on Neutrik socket base to
provide the Elidy tiles
with electrical power and data.

Protection fuses for outputs, 48V power supply for Elidy tiles.
The indicator LED lights up (red) if the fuse is out of action.

LED DATA, LED DATA repeater on the front panel (see table on previous page).

The number of the outputs is for information only, you can invert them without affecting the operation of the ELIDY arrays

1 Output = 3 ACTIVE TILES Max.

Control

The Elidy combines 2 separate DMX machines, the ***Pixel Engine*** and the ***Animation Maker***.

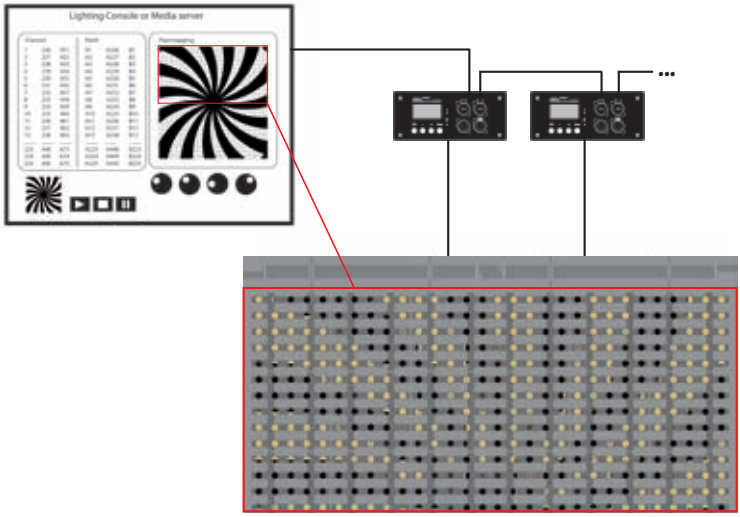
Each of the 2 machines features its own DMX address and can be controlled using the following protocols:
- DMX 512
- sACN
- ARTNET

Pixel Engine

Each Led can be controlled separately. Each PSX9 power unit can control up to 9 tiles with 25 Leds, thus 225 separate DMX channels.

1 Elidy Led (1 pixel) = 1 DMX address. To light the 9 Elidy-S or 1 Elidy-BIG/WALL connected to a power unit, fit the 225 channels on the console or media server.

The DMX channel number of each Led depends on the settings in the ***Patch Mode*** and ***Rotation*** menus ***(see sections P26 to 28)***



Animation Maker

Effects generator control built-in to the power unit. Each power unit can also control the 225 Leds, but with only 2, 4, 8 or 14 DMX channels.
The Elidy-S and Elidy-BIG/WALL are controlled by a lighting console and operate as robotic arrays, 9 Elidy-S or 1 Elidy-BIG/WALL per power unit.

Each of the 9 Elidy-S is controlled using:
- 1 Dimmer (16 Bits)
- 1 animation bank (65 fixed factory-configured animated GIF supplied with the power unit and 20 user animated GIF that can be downloaded into the power unit via the dedicated software)
- 1 GIF speed parameter
- 1 Shutter
- 1 Iris
- 1 Rotation effect
- 1 General fade out

Each Elidy-Big/Wall is controlled using:
- 1 Dimmer (16 Bits)
- 2 animation banks (65x2 fixed factory-configured animated GIF supplied with the power unit and 20x2 user animated GIF that can be downloaded into the power unit via the dedicated software)
- 2 GIF speed parameters
- 1 Crossfade between the 2 banks / Selection of the crossfade mode
- 1 Shutter
- 1 Iris
- 1 Bank of effects
- 1 Rotation effect
- 1 General fade out

Refer to Tutorial 9
Detail of the Anim maker effects

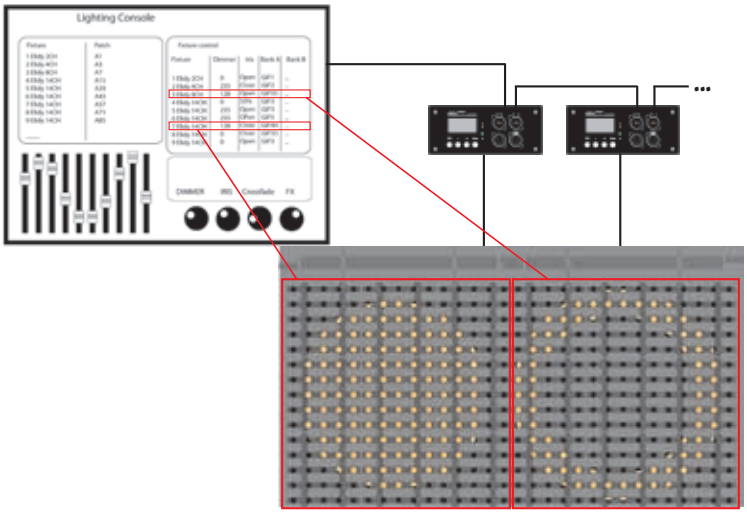
Animation Maker: Animations

The animations are created from animated GIF type files.
2 banks (A & B) are available for the user, with a series of 65 factory-configured GIF for each bank provided with the power unit and non-modifiable.

Refer to Tutorial 7
Factory-configured GIF library

It is possible to create your own GIF and load them into the PSX9 power unit, within the limit of 20 GIF per bank.

Refer to Tutorial 8
Procedure for the creation and loading of the user GIF



Sources and Controllers

The 2 Controllers of the PSX9 power unit can be monitored using different protocols, simultaneously.

Elidy performs a HTP merger between the 2 controller outputs.

The two controllers are independent, therefore:

- They can both be activated or disabled.
- They can both receive different protocols (DMX source, Artnet source, sACN source).
- Each mode supports up to two active sources simultaneously. If, for the same control mode, two sources are simultaneously active, Elidy also performs a HTP merger of these 2 sources.
- The protocol parameters are independent (DMX address, Mode, sACN and Artnet universe) and must be set for each control mode. However, a "link" mode allows to automatically copy the settings of the ***Pixel Engine*** mode towards the ***Animation Maker*** mode.

Use several sources for each controller

If for one (or both) controller(s), more than two sources are activated, then only two sources will be selected, according to the following order of priority:

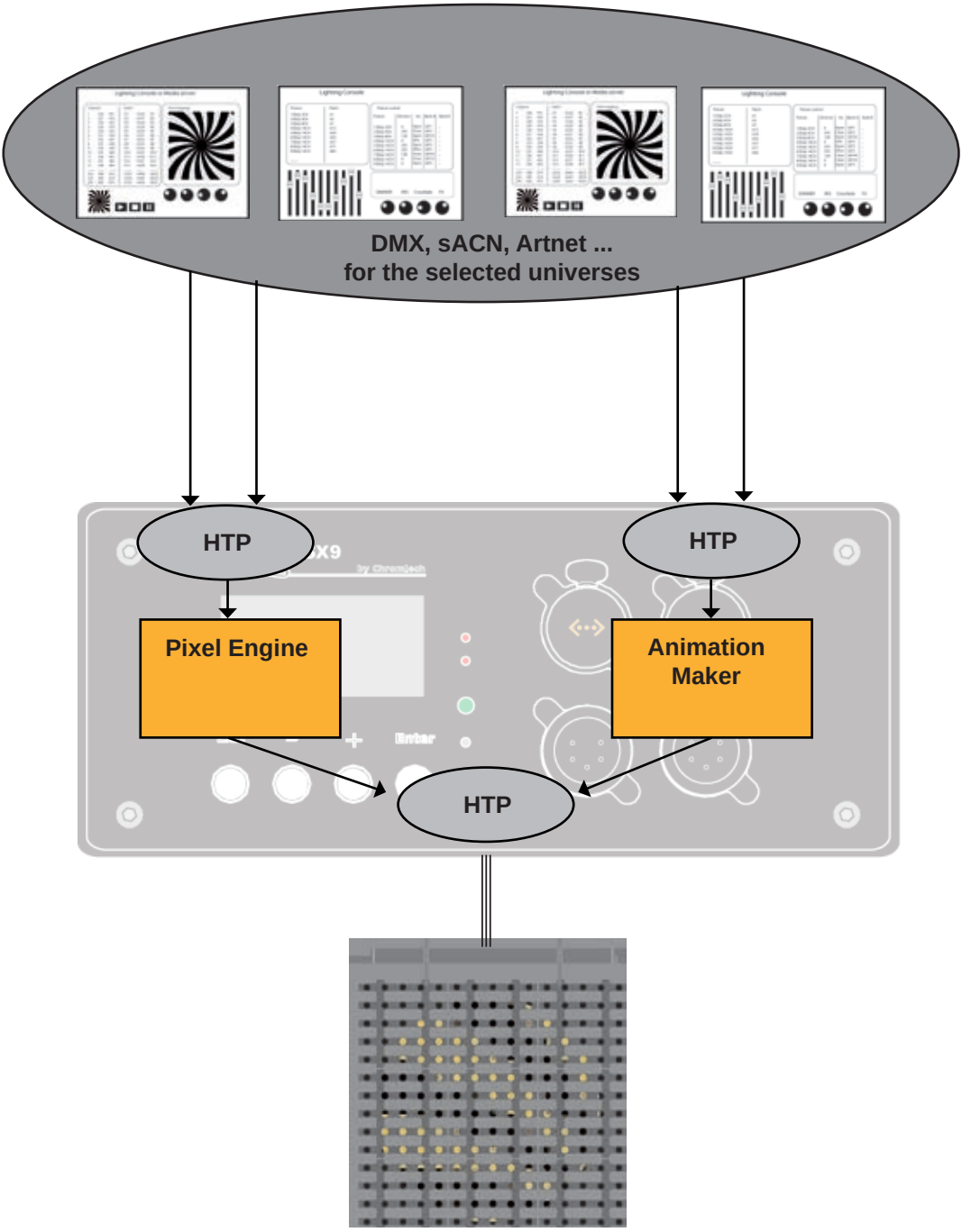
1: DMX
2: sACN
3: Artnet

If there are several sACN sources, the PSX9 considers the "priority" parameter set in the console. If the priority parameter is identical, the weakest source IP addresses (console) are given priority.

If there are several Artnet sources, the weakest source IP addresses (console) are given priority.

To be taken into account, a source must be active (transmit data) in the selected universe.

If a source no longer transmits data over a sufficiently long period of time, it is automatically replaced by another active source (according to the same priority rules). If the original source is reactivated, it is immediately taken into account (as per the same rules of priority).


DMX, sACN, Artnet ...
for the selected universes
HTP
HTP
Pixel Engine
Animation Maker
HTP

Menu detail

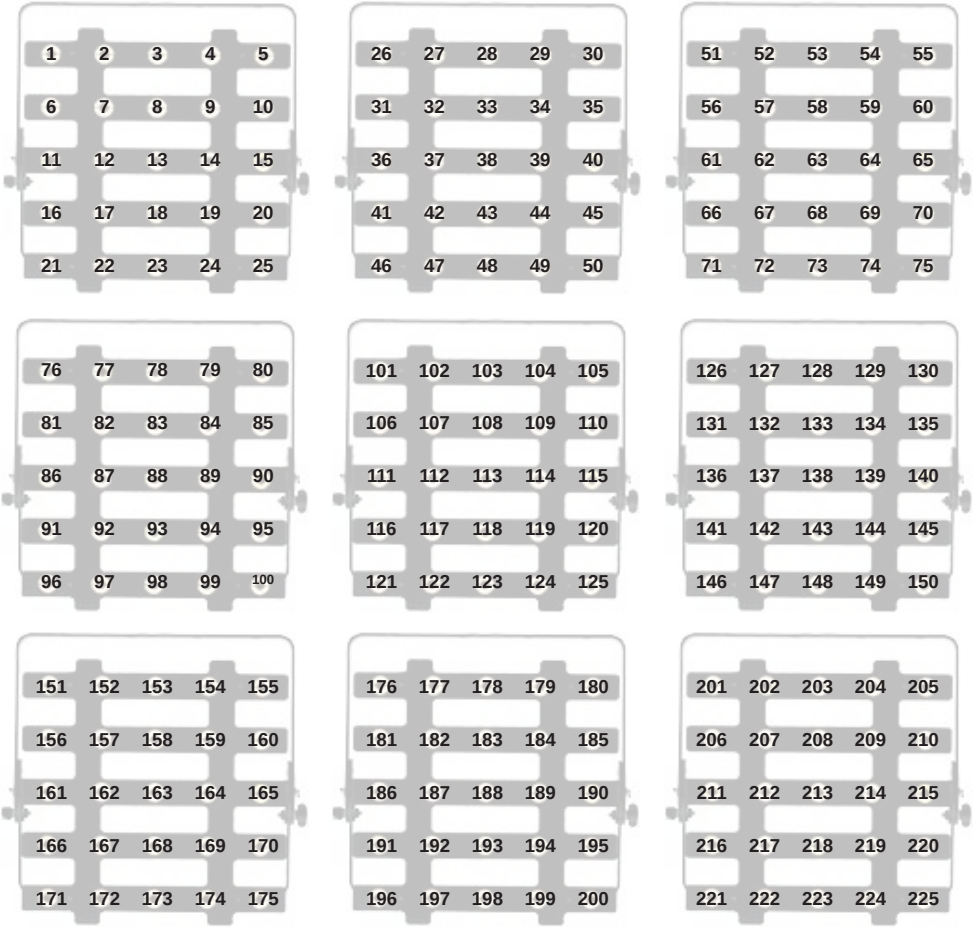
Menu 1	Menu 2	Menu 3	Function	Default value	Description page
SETUP	Patch mode		9x Elidy-S		*36*
			1x Big/Wall	✓	*37*
	Rotation		none	✓	*38-39*
			90 deg		
			180 deg		
			270 deg		
	Tile mapping		- - - - - - - - -		*40-43*
PIXEL ENGINE	Mode		OFF		*44*
			225 Channels	✓	
	DMX Address		XXX	*001*	*44-45*
	ARTNET Universe		x	*0*	*46*
	sACN Universe		x	*1*	
	Source		DMX On / Off	*On*	
			Artnet On / Off	*On*	
			sACN On / Off	*On*	
ANIMATION MAKER	Mode		Off		*49*
			2 channels		
			4 channels		
			8 channels (Patch mode: 9x Elidy-S) 14 channels (Patch mode: 1x Elidy-Big)	✓	
	LINK- Patch		Auto Link	*On*	*48*
			Manual		
	DMX Address		XXX	*226*	*50*
	ARTNET Universe		x	*0*	
	sACN Universe		x	*1*	
	Curve			*Legacy*	*51*
	Source		DMX On / Off	*On*	
			Artnet On / Off	*On*	
			sACN On / Off	*On*	

Menu 1	Menu 2	Menu 3	Function	Default value	Description page
NETWORK	IP address	Auto	2.x.x.x	✓	*52*
			10.x.x.x		
		Manual	IP x.x.x.x Netmask x.x.x.x		
	Multicast	Multicast IGMP report	ON	✓	
			OFF		
TEST	Test Full		x (0-100%)		*53*
	Test Chase		"Run test"		
UTILITY	Data In		"Info"		*54*
	Memory	Bank-S factory	"Info"		
		Bank - user	"Info"		
		Bank A factory	"Info"		
		Bank A user	"Info"		
		Bank B factory	"Info"		
		Bank B user	"Info"		
	Display	Auto Off	Always ON	✓	
			Auto OFF		
		Back Light	x	*35*	
		Contrast	x	*80*	
	Fan Level		Low		
			Normal	✓	
			High		
	Measures	Voltages	"Info"		*55*
		Temperature	"Info"		
	Factory default		NO		
			YES		
EXPERT ***Access to the menu using a code***	Dot Calibration		x		*56*
	Tile Check		"Info"		

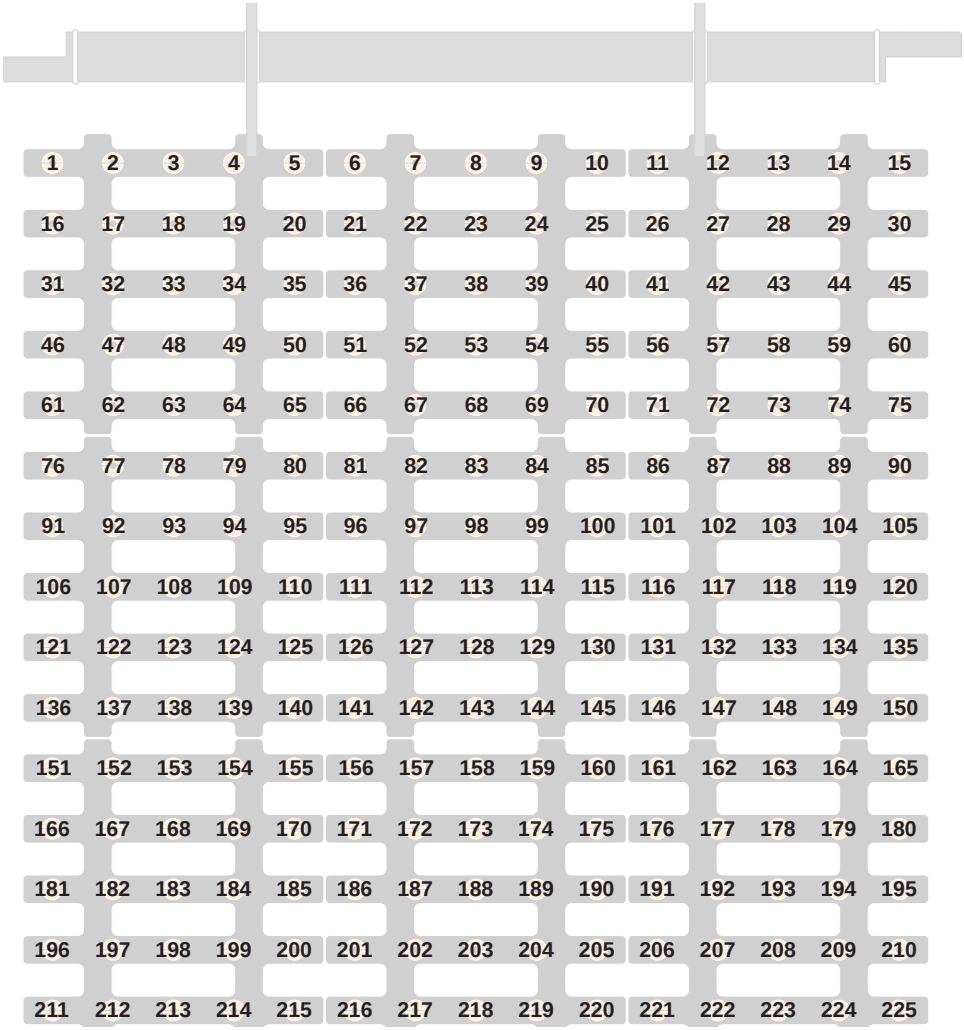
A PSX9 power unit can operate up to 9 active tiles, either separate, mounted on Elidy-S and Elidy-T, or assembled in a frame mounted in Elidy-Big and Elidy-WALL.

In the ***Patch Mode*** menu the user can chose between 2 modes: ***9x Elidy-S*** and ***1x Elidy-BIG/WALL***, that change the DMX assignment of each of the 225 available points of the Leds.

9x Elidy-S/T:



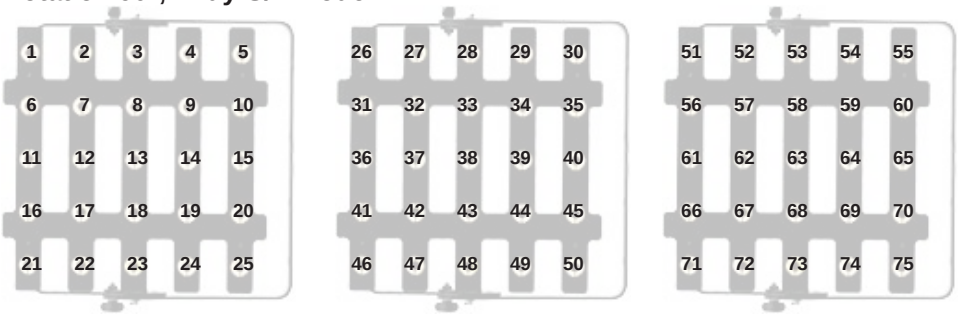
1x Elidy-BIG/WALL:



It is possible to perform virtual rotations of the Elidy tiles, in order to compensate for a specific rigging system or simply to rapidly create a symmetrical configuration.

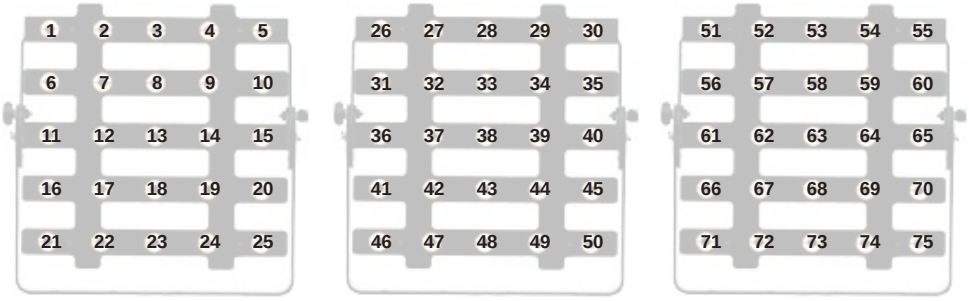
Depending on the selected ***Patch mode***, the tiles shall be assigned as follows:

Rotation 90°, Elidy-S/T mode:



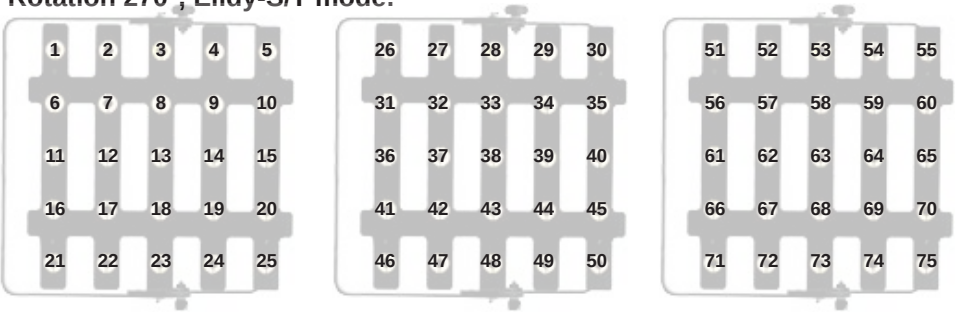
▪▪▪

Rotation 180°, Elidy-S/T mode:



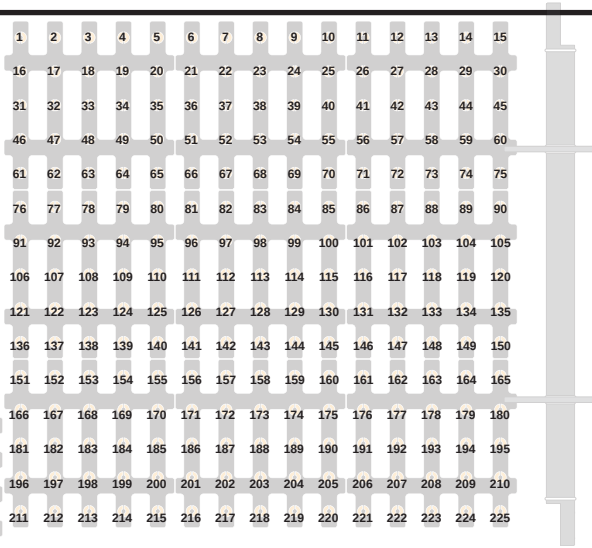
▪▪▪

Rotation 270°, Elidy-S/T mode:

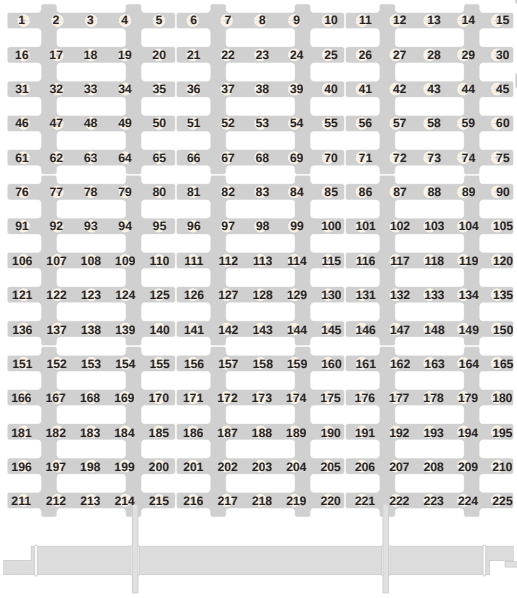


▪▪▪

Rotation 90°, Elidy-Big/Wall mode:



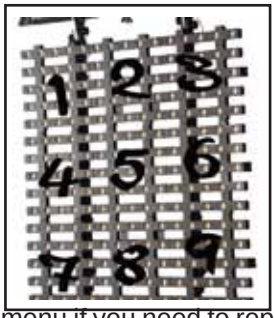
Rotation 180°, Elidy-Big/Wall mode:



Rotation 270°, Elidy-Big/Wall mode:

A PSX9 power unit can operate up to 9 active tiles.
These active tiles can be assigned via the PSX9 power unit, that will assign them a number between 1 and 9, thus determining the order of the tiles that are connected.
For the Elidy-WALL and Elidy-BIG, addressing is factory-configured as follows.

To define the direction of the frame:
- Female clevis facing upwards
- XLR connector facing downwards



You will therefore only need to access this menu if you need to replace an active tile.

On the other hand, if you have received Elidy-S, these are all addressed to 1 by default. You will therefore need to differentiate them to make them operate correctly.

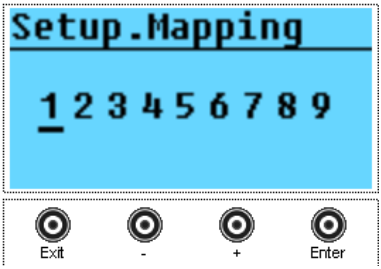
To define the direction of the frame:
- XLR connector upwards

Access the SETUP / TILE MAPPING menu, then press ENTER.
Doing this starts the procedure for detecting active tiles connected to the PSX9 power unit.

DO NOT DISCONNECT THE POWER UNIT AT THIS POINT.
DO NOT DISCONNECT THE ACTIVE TILES.

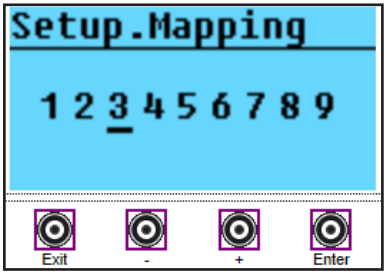
This operation may take a few seconds. Once all the active tiles have been detected, the corresponding number (1 to 9) is displayed directly on the tiles. At the same time, a new window opens on the power unit.

Display of the numbers on tiles that are already assigned from 1 to 9:



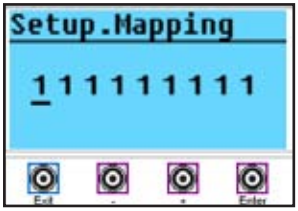
The cursor is positioned on the tile assigned to 1 and it is highlighted.

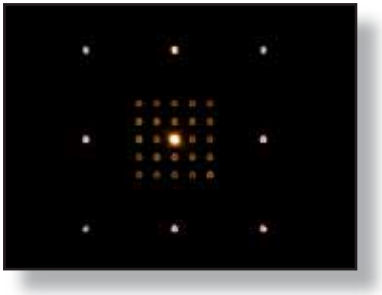
Pressing + or - will move the cursor and highlight the corresponding tile.
For example if the cursor is placed beneath No. 3:



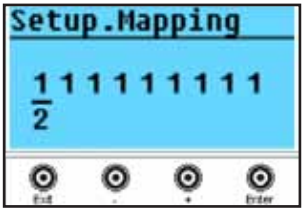
Example: Mapping of the 9 tiles that have all been pre-assigned to 1:

A- The screen then displays 9 x 1, which means that 9 tiles assigned to 1 have been identified. The cursor moves to the 1st one, here it is geographically No. 5.

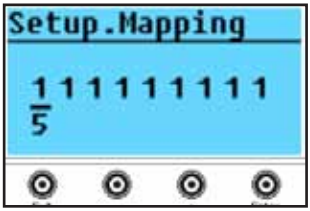




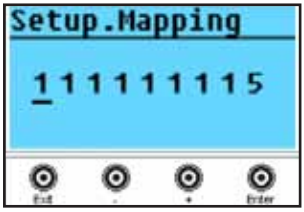
B- Press ENTER to change the tile assignment, by default the 1st available number is displayed. In this example it is 2.

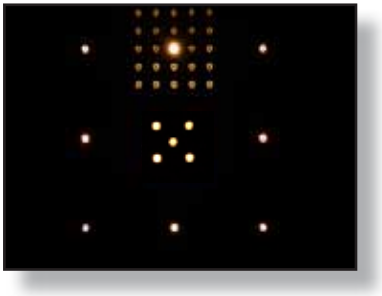


C- Press + up to value 5.

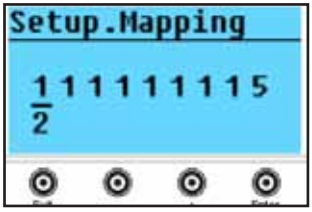


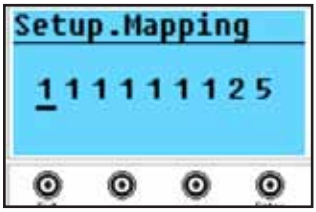
D- Validate by pressing ENTER, No. 5 then moves to the far right, the display is always in the increasing order.
The cursor moves to a new tile, here it is geographically No. 2.





E- Press ENTER and select No. 2 with + & - if necessary.
Press ENTER, the tile is assigned, the number moves to the far right.
The cursor moves to a new tile, here it is physically No. 8.





F- Repeat the operation from E onwards, until all the tiles are assigned from 1 to 9.

.....

Pixel Engine

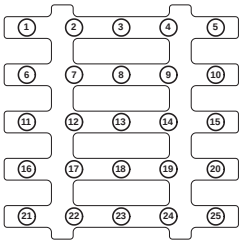
Menu — **Pixel Engine** — **Mode**

This menu allows to activate or disable the ***Pixel Engine.***
In the Off position, the following menus are no longer active.

Menu — **Pixel Engine** — **DMX Address**

This Menu allows to determine the DMX address (N) of the ***Pixel Engine***.

In 9x Elidy-S/T ***Patch Mode***:
An active tile has 25 LEDs which are factory-addressed as follows.



Factory assignment of an active tile

N = DMX address of the PSX9 power unit.

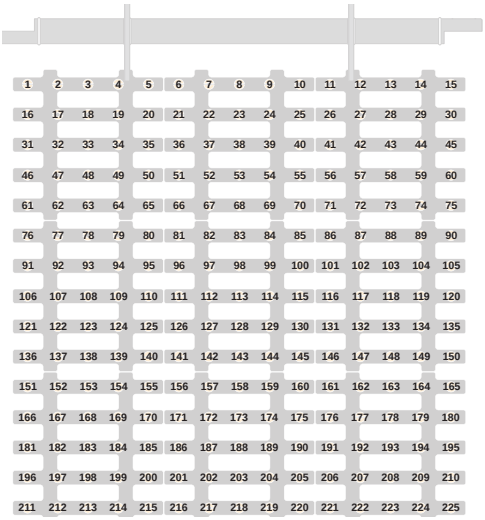
DMX address of the PSX9 power unit: N (N=287 max)									
Allocation of active tiles (Mapping menu)	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
DMX address of each Elidy-S	**N+1**	**N+26**	**N+51**	**N+76**	**N+101**	**N+126**	**N+151**	**N+176**	**N+201**

Up to 2 PSX9 power units can be patched on the same DMX universe.

Refer to Tutorial 1
Standard addressing of an Elidy-S or Elidy-T kit

In 1x Elidy-BIG/WALL ***Patch Mode***:

Consider the assembly of the 9 tiles as a large tile of 15 x 15 pixels. Once they are correctly assigned in the ***Tile Mapping*** menu, the BIG/WALL is assigned as follows:



Assignment of a Big/Wall with standard mapping

Up to 2 PSX9 power units can be patched on the same DMX universe.

Refer to Tutorial 2
Standard addressing of an Elidy-Big/Wall kit

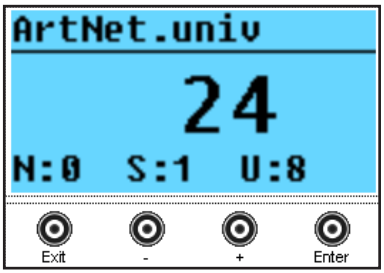
To change the allocation of the PSX9 power unit:

Give a value between 1 and 512 using the + and - keys.
Confirm by pressing ENTER.
Then press EXIT twice to exit from the menu.

Tip: Pressing + and - simultaneously resets the value to 1 or 226.

Menu — Pixel Engine — Artnet

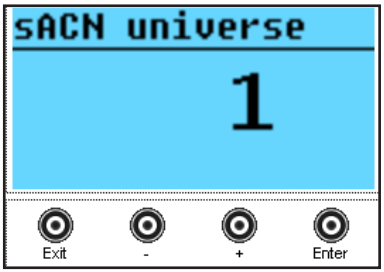
This menu allows to determine the Artnet universe number of the PSX9 power unit.
The number given is a variable between 0 and 32767 (Standard Artnet 3), the lower line indicates the Net, Subnet and Universes values.



Refer to Tutorial 3 Assigning Artnet universes

Menu — Pixel Engine — sACN

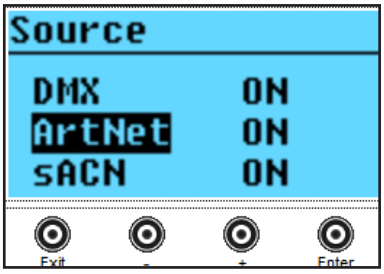
This menu allows to determine the sACN universe number of the PSX9 power unit.
The number given is a variable between 0 and 64000.



Menu — Pixel Engine — Source

This menu allows to activate or disable the DMX512, Artnet and sACN data reception that will affect the ***Pixel Engine.***

Each controller can indeed deactivate one or several sources to prevent possible conflicts if several protocols are used simultaneously in complex networks.



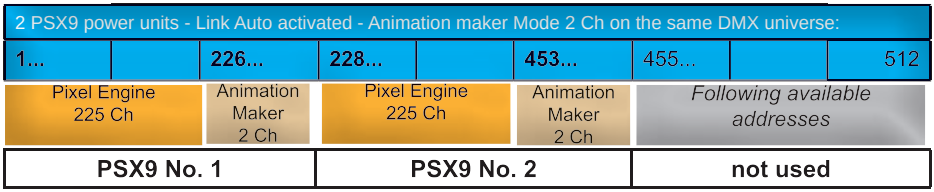
By default, all the sources are activated

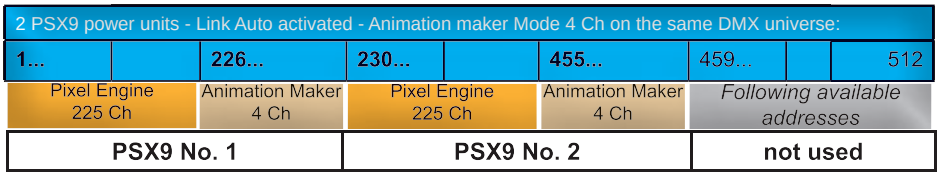
Animation Maker

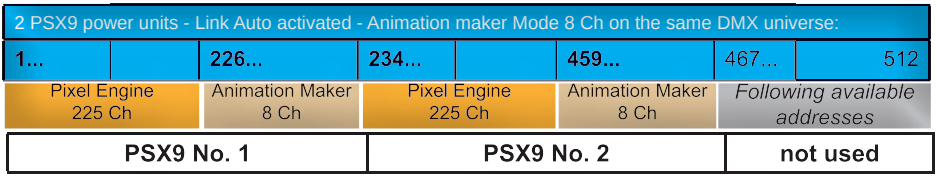
The purpose of this menu is to simplify the addressing of the PSX9 power unit. It allows to link the ***Animation Maker*** after the ***Pixel Engine,*** with the 2 controllers activated.

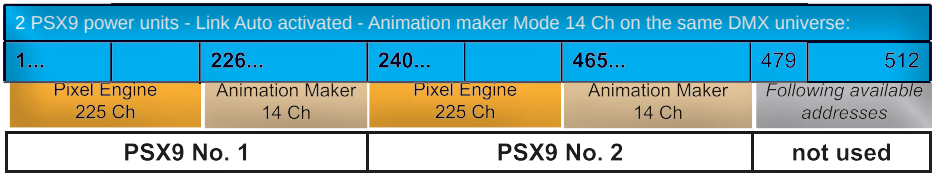
When Link is in ***Auto Link*** mode, the user only needs to enter one DMX address and one single active source menu (***Animation Maker / DMX Address*** and ***Animation Maker / Source*** are greyed out, only the ***Pixel Engine / DMX Address*** and ***Pixel Engine / Source*** menus are active)

In this mode, the DMX addresses are the following:









Menu — Animation Maker — Mode

Several modes are available. They can be different depending on the selected ***Patch Mode.***

Detail of the parameters, refer to Tutorial 6

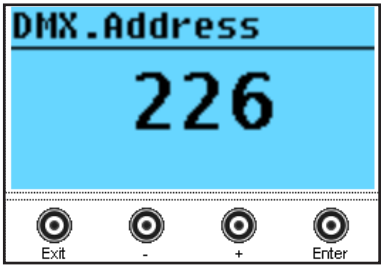
Patch Mode	1x Big/Wall

Anim. modes	Parameter Name	DMX Chan
14 Ch mode / 2 Ch	Dimmer	1
	Dimmer Fine	2
14 Ch mode / 4 Ch mode	Shutter	3
	Iris	4
	Mixer A/B	5
14 Ch mode	Mixer Type	6
	Bank A	7
	Bank A Speed	8
	Bank B	9
	Bank B Speed	10
	Symmetry	11
	Effect	12
	Effect Value	13
	Fade Out	14

Patch Mode	9x Elidy-S

Anim. modes	Parameter Name	DMX Chan
8 Ch mode / 2 Ch	Dimmer	1
		2
8 Ch mode / 4 Ch mode	Shutter	3
	Iris	4
8 Ch mode	Bank A	5
	Bank A Speed	6
	Symmetry	7
	Fade Out	8

Menu — Animation Maker — DMX address



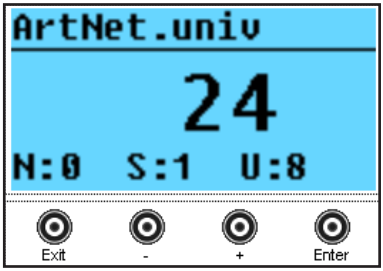
This Menu allows to determine the DMX (N) address of the ***Pixel Engine***.

To change the assignment of the PSX9 power unit:

CONTROL / ENTER / ADDR / ENTER.
Give a value between 1 and 287 using the + and - keys.
Confirm by pressing ENTER.
Then press EXIT twice to exit from the menu.

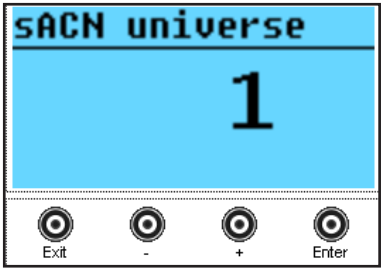
Tip: Pressing + and - simultaneously resets the value to 1 or 226.

Menu — Pixel Engine — Artnet



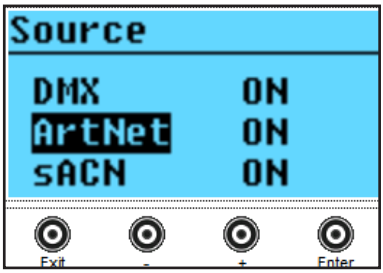
This menu allows to determine the Artnet universe number of the PSX9 power unit.
The number given is a variable between 0 and 32767 (Standard Artnet 3), the lower line indicates the Net, Subnet and Universes values.
See Annex 3: assigning Artnet universes

Menu — Pixel Engine — sACN



This menu allows to determine the sACN universe number of the PSX9 power unit.
The number given is a variable between 0 and 64000.

This menu allows to activate or disable the DMX512, Artnet and sACN data reception that will affect the ***Animation Maker.***



Each controller can indeed deactivate one or several sources to prevent possible conflicts if several protocols are used simultaneously in complex networks.

By default, all the sources are activated

Network Menu

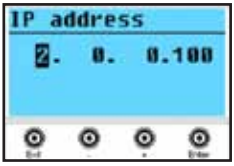
Menu — Network — IP Address

The PSX9 power unit can be controlled via different protocols operating in a computer network type architecture. It is thus necessary to assign a unique IP address to the power unit, and a subnet mask.

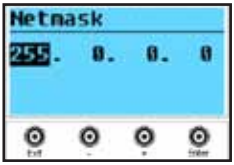
Menu — Network — IP Address — Auto

By default, the PSX9 power unit is parametrised with an automatic IP address, the user can only choose between 2 types of addresses:
2.x.x.x and 10.x.x.x / subnet mask 255.0.0.0 according to the Artnet standard
This automatic address is generated from a number specific to each PSX9 power unit, which makes it unique.

Menu — Network — IP Address — Manual



As for any computer network item, it is possible to assign an IP address and a subnet mask to the power unit.



Tip:
The following type of addresses are typically used for the Artnet: 2.X.X.X or 10.X.X.X subnet mask 255.0.0.0.
The sACN accepts any type of IP addresses.

Menu — Network — Multicast — IGMP report

In an advanced MULTICAST type network configuration, it may be necessary for the receiver (here it is the PSX9 power unit) to send back the routing information, named *IGMP report* to the transmitter (router or switch) every 10 seconds.

Test Menu

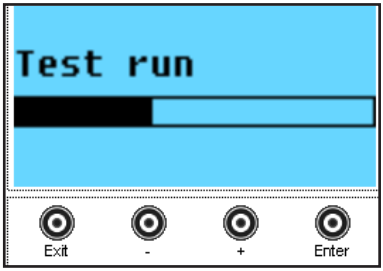
Menu — Test — Test Full

This function lets you directly control (without an input signal) the brightness of your ELIDY arrays.

This way you can easily check if your PSX9 power unit is correctly connected to your ELIDY arrays.

Use the + and - keys to adjust the output level from 0 to 100%.
Press ENTER to leave the menu.

Menu — Test — Test Chase



This function shall allow to automatically light (Chase) each Pixel 1 by 1 (without an input signal).
This way you can easily check if your PSX9 power unit is correctly connected to your ELIDY arrays, if the tiles are correctly assigned in the Mapping menu, and in which patch mode the power unit is set.

Press ENTER to leave the menu.

Utility menu

Menu — **Utility** — **Data In**

This menu informs the user on the types of sources currently controlling the ***Pixel Engine*** and the ***Animation Maker.***

	Pixel Engine (Pix)	Animation Maker (Anim)
Source 1 (S1)	None / DMX / sACN / Artnet	None / DMX / sACN / Artnet
Source 2 (S2)	None / DMX / sACN / Artnet	None / DMX / sACN / Artnet

Menu — **Utility** — **Memory**

This menu informs on the memory capacity of the PSX9 power unit occupied by the GIF banks of the Animation Maker.
Indeed, the GIF take up memory space and the user can add a maximum of 20 personal GIF in each bank (A and B), within the limit of the defined memory size.
Bank S: Bank for Elidy-S/T
Banks A & B: Banks for Elidy-Big/Wall

Menu — **Utility** — **Display**

This setting menu allows to set the LCD screen of the PSX9 power unit. To do so, there are 3 available menus:
- Auto OFF: The screen is always either backlit (*Always On)*, or turns off after a few seconds (*Auto Off)*, and can only be turned back on by pushing one of the buttons.
- Backlight: Set the brightness of the backlighting from 0 to 100%.
- Contrast: Set the contrast value from 0 to 100%.

Menu — **Utility** — **Fan level**

The PSX9 power unit fans are factory-configured in Normal mode, according to the conditions of use (Heat and Noise), it is possible to lower the ventilation: *Low,* or increase it: *High*

Menu — Utility — Measures

Voltages
This menu indicates the power unit output voltage that should be around 48V in operation without any faults.
Temperature
Indicates the internal temperature of the power unit.

Menu — Utility — Default

This menu allows to reset the power unit to its initial status (for more details refer to the table p. 34-35).

This reset does not affect the user GIF

Expert Menu

This advanced settings menu is protected with a password and reserved for users that have been trained for maintenance operations

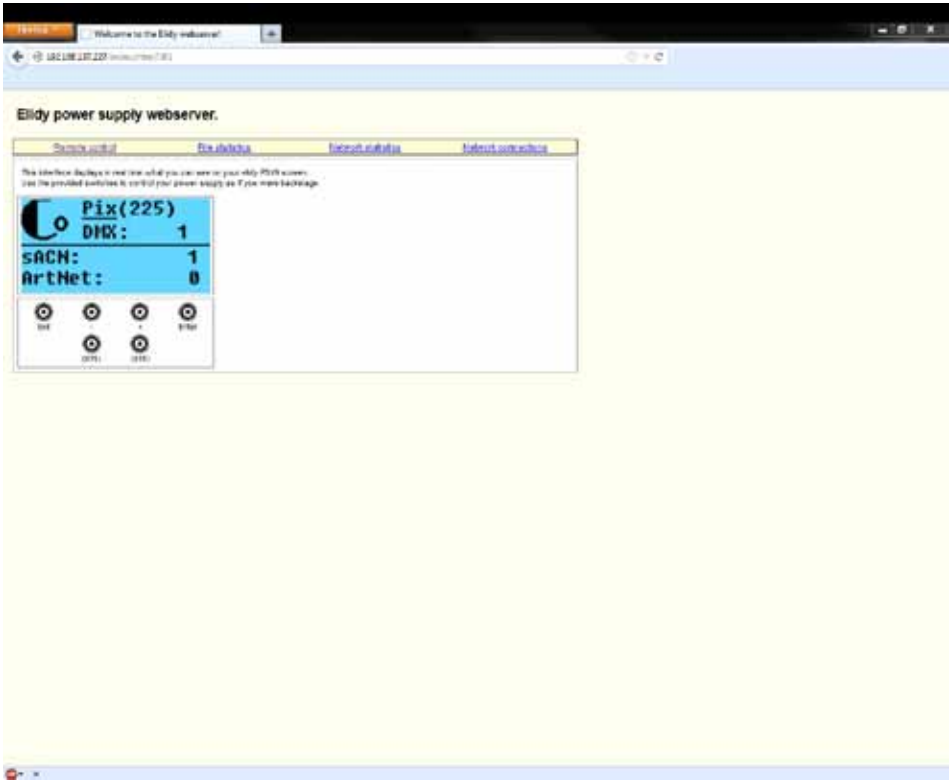
Contact your distributor to have access to this menu

This menu allows to recalibrate one of the leds of a tile, by applying an offset to correct a luminous flux deviation, if necessary.

This menu displays the firmware versions of the detected tiles, it is reserved for maintenance purposes.

Remotely installed power unit menu controls

The PSX9 power unit has an integral web server. Simply enter the IP address of the power unit in the Internet browser.



Use mouse to clic on virtual PSX9 buttons.

Technical specifications

Make-up of the Elidy product range

REF	KITS	Elidy-S	Elidy-T	Elidy-Wall	Elidy-Big
PX100	Active tile	1	1	9	9
PX201	Frame	-	-	1	1
PX205	S-Yoke	1	-	-	-
PX208	T-mount	-	1	-	-
PX206	Big-Yoke	-	-	-	1
PX104	PSX9	-	-	-	1

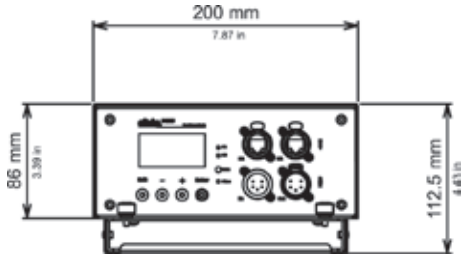
Parts numbers and names

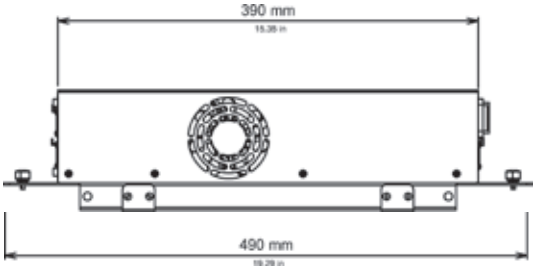
Part numbers and names of products, accessories and spare parts.

Part number	Family	Name (French)	Name (English)
PX100	Spare Part	Dalle Active	Active tile
PX101	Product	Elidy-S	Elidy-S
PX102	Product	Elidy-BIG	Elidy-BIG
PX103	Product	Elidy-WALL	Elidy-WALL
PX104	Product	PSX9	PSX9
PX105	Accessory	Dummy	Dummy
PX106	Accessory	Kit de câblage de Elidy-S	Elidy-S cable kit
PX107	Product	Elidy-T	Elidy-T
PX201	Spare Part	Châssis	Frame
PX202	Accessory	Kit de mise en Rack	Rack Kit
PX204	Accessory	Volets-BIG	BIG-Barndoors
PX205	Spare Part	Lyre-S	S-Yoke
PX206	Spare Part	Lyre-BIG	BIG-Yoke
PX207	Accessory	Bumper	Bumper
PX208	Accessory	T-mount	T-mount
PX301	Accessory	M-Cable	M-Cable
PX302	Accessory	S-Cable	S-Cable
PX305	Accessory	Spider Box	Spider Box
PX401	Accessory	Flight case pour Elidy-BIG & WALL	Flight case for Elidy-BIG & WALL
PX402	Accessory	Flight case pour Elidy-S	Flight case for Elidy-S
PX403	Accessory	Rack 14U pour PSX9	Rack 14U for PSX9
PX404	Accessory	Flight case pour PSX9 & Câble	Flight case for PSX9 & Cable
PX405	Accessory	Flight case pour Bumper	Flight case for Bumper

Products dimensions and weights

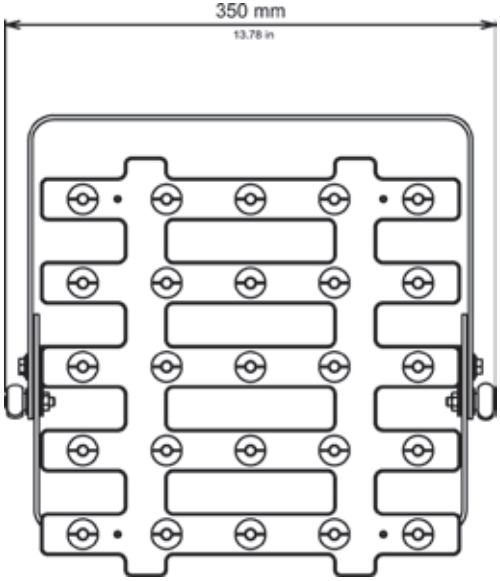
Elidy-PSX9_Power unit PX104

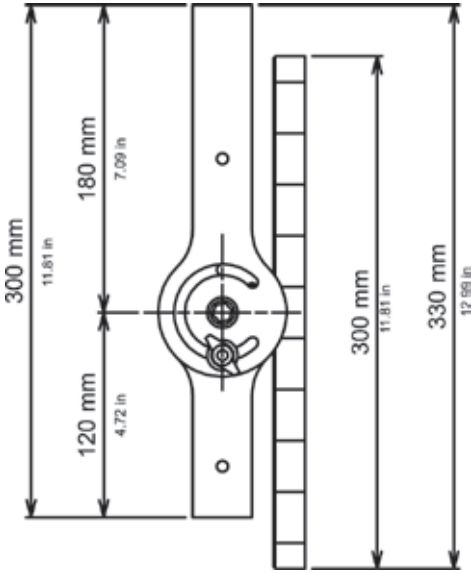




Net weight	Power unit 4.45 Kg Support 0.45 Kg	**Gross weight incl. packaging**	5.15 Kg	**Power supply**	**Input: 90-240V / 12-5.2A / 50-60Hz** **Output: 48V / 16A / 800W**

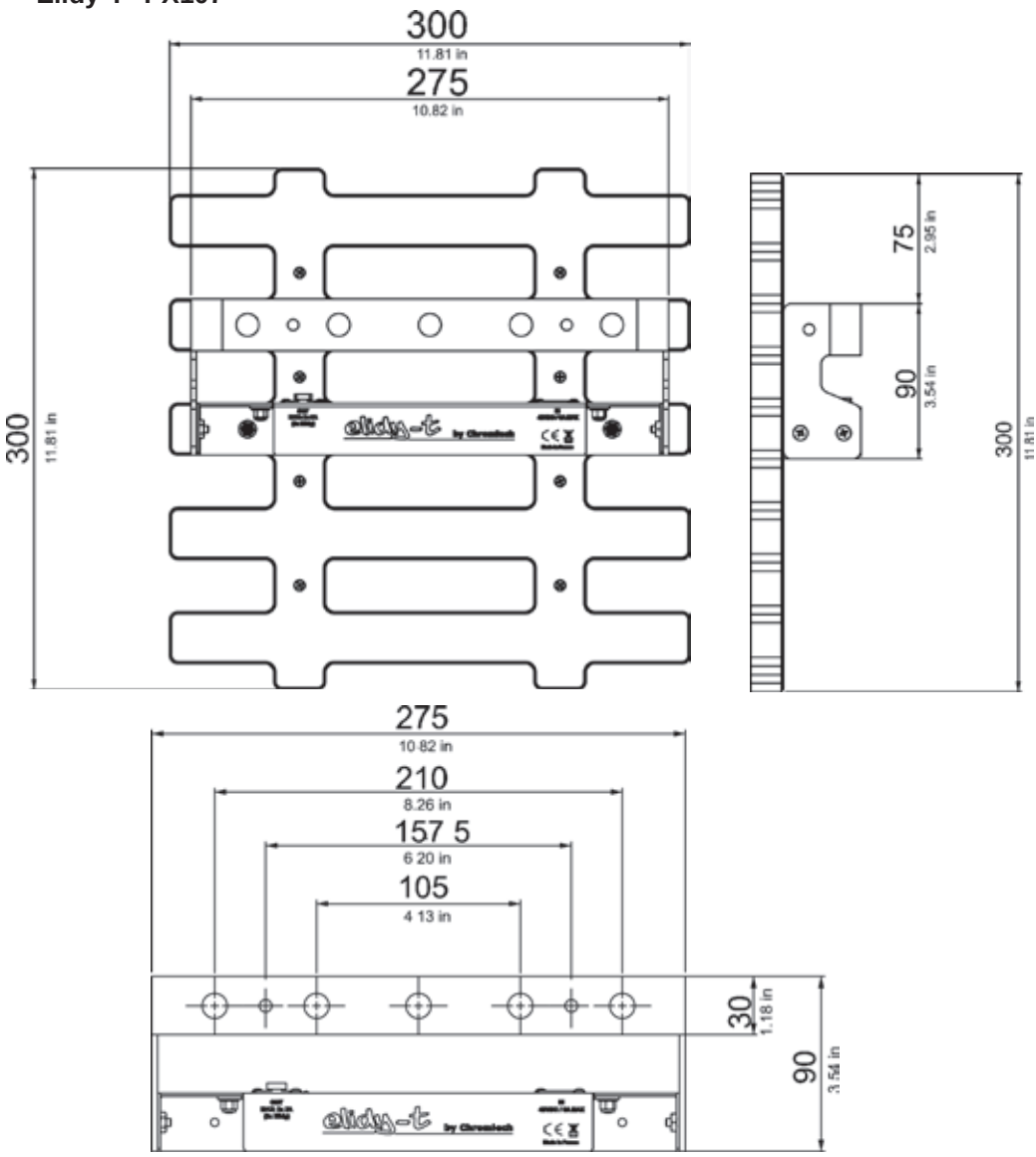
Elidy-S PX101





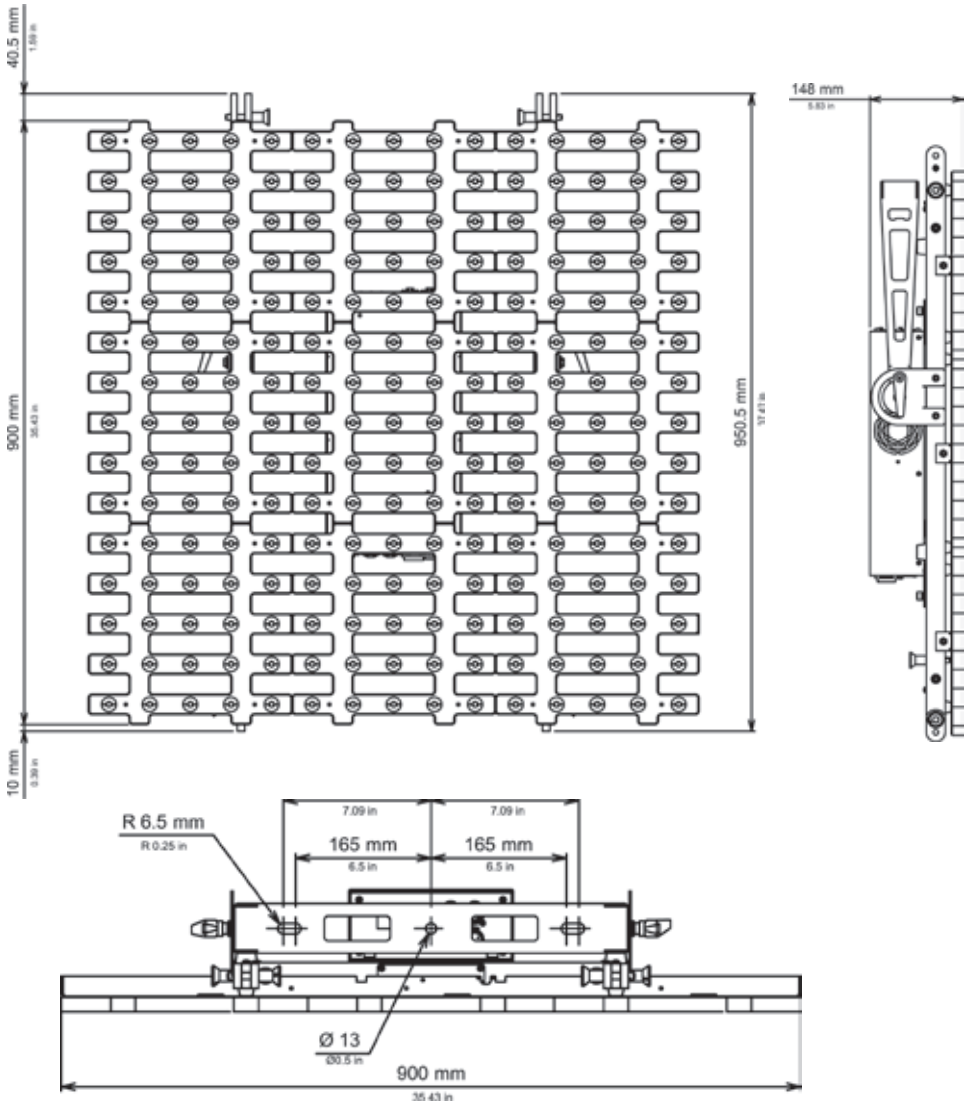
Net weight	3.3 Kg	**Gross weight incl. packaging**	4.25 Kg	**Power supply**	Only on PSX9 - 48VDC/2A

Elidy-T PX107



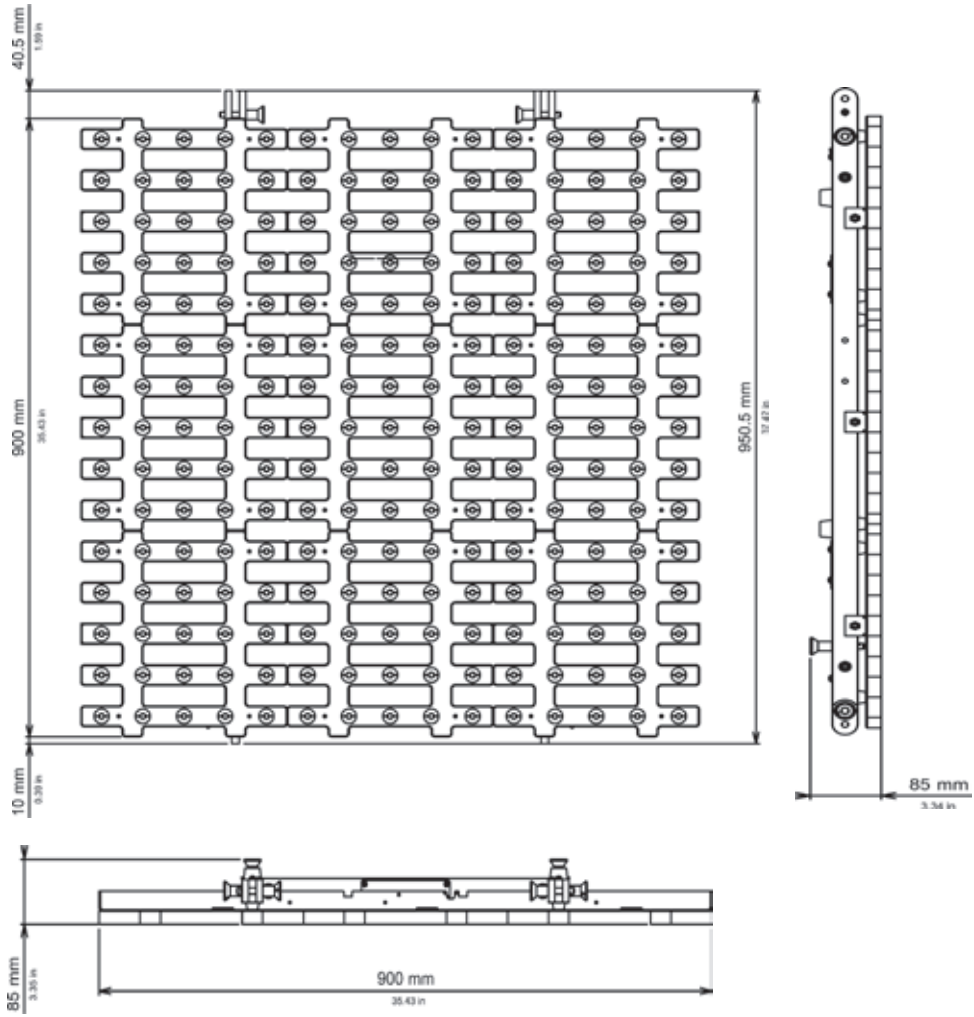
Net weight	2.35 Kg	**Gross weight incl. packaging**	3.3 Kg	**Power supply**	Only on PSX9 - 48VDC/2A

Elidy-BIG PX102



Net weight	26.1 Kg	**Elidy gross weight PSX9 gross weight (separate packages)**	24.8 Kg 5.15 Kg	**Power supply**	Only on PSX9 - 48VDC/16A

Elidy-WALL PX103



Net weight	21.2 Kg	**Gross weight inc. packaging**	24.8 Kg	**Power supply**	Only on PSX9 - 48VDC/16A

Accessories

PX105
Dummy

Accessory for	PX101 - PX102 - PX103
Description	Tile without electronics to increase the surface area artificially or to act as cover support

PX100
Active tile

Net weight	1.6 Kg
Description	Component tile of all products

PX106 /2 /6 /12
Elidy-S cable kit

Accessory for	PX101
Description	Minimum kit to supply 9 Elidy-S with one PSX9 power unit

PX202
Rack kit

Net weight	0.4 Kg
Accessory for	PX104
Description	Allows 2 PSX9 2Us to be racked

PX207
Bumper

Net weight	5.5 Kg
Accessory for	PX103
Description	Column rigging system for 11 Elidy-Wall max., fixed to the frame by 50mm diameter collars.

PX302
S-Cable

Net weight	0.5 Kg / m
Accessory for	PX101 - PX102 - PX103
Description	Hybrid 48V power and data cable (available in 2, 6 and 12 m lengths)

PX305
Spider Box

Net weight	0.1 Kg
Accessory for	PX103
Description	"Splitter" x3 for Elidy-S

PX204
BIG-Barndoor

Accessory for	PX102
Description	Barndoors for Elidy-BIG

Flight cases

PX401

Flight case for 6 Elidy-WALL or 3 Elidy-BIG

Accessory for	PX103

PX402

Flight case for 9 Elidy-S, 1PSX9 and Cables

Accessory for	PX101

PX403

Rack 14U for 12 PSX9

Accessory for	PX104

PX404

Flight case for 8 PSX9 and Cables

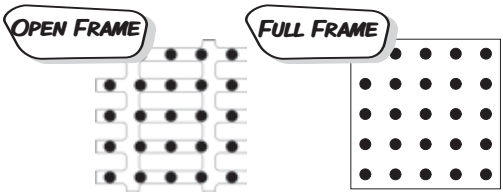
Accessory for	PX104

PX405

Flight case for 9 bumpers

Accessory for	PX103

Covers



Elidy-S/T size:

Magnetic covers for Elidy-S/T

Black	PX501/OF/B	PX501/FF/B
White	PX501/OF/W	PX501/FF/W
Printed, customised colour or texture on request	PX501/OF/P	PX501/OF/P

Hard covers for Elidy-S/T

Black	PX502/OF/B	PX502/FF/B
White	PX502/OF/W	PX502/FF/W
Mirror	PX502/OF/M	PX502/FF/M
Printed, customised colour or texture on request	PX502/OF/P	PX502/FF/P

Elidy Big/Wall size:

Hard covers for Elidy-BIG

Black	PX503/OF/B	PX503/FF/B
White	PX503/OF/W	PX503/FF/W
Mirror	PX503/OF/M	PX503/FF/M
Printed, customised colour or texture on request	PX503/OF/P	PX503/FF/P

Spare parts

PX201
Frame

Net weight	6.35 Kg
Description	Component of PX102 and PX103

PX205
S-Yoke

Net weight	1.7 Kg
Description	Component of PX101

PX208
T-mount

Net weight	0.75 Kg
Description	Component of PX107

PX206
BIG-Yoke

Net weight	2.4 Kg
Description	Component of PX102

TUTORIALS

TUTORIAL 1: Addressing the Pixel Engines with an Elidy-S/T kit

Elidy-S / Elidy-T No.	PSX9	DMX Universe	Address
1	PSX9 1	1	1
2			26
3			51
4			76
5			101
6			126
7			151
8			176
9			201
10	PSX9 2		226
11			251
12			276
13			301
14			326
15			351
16			376
17			401
18			426
19	PSX9 3	2	1
20			26
21			51
22			76
23			101
24			126
25			151
26			176
27			201
28	PSX9 4		226
29			251
30			276
31			301
32			326
33			351
34			376
35			401
36			426
37	PSX9 5	3	1
...	...	...	26
			...

TUTORIAL 2: Addressing the Pixel Engine with an Elidy-Big/Wall kit

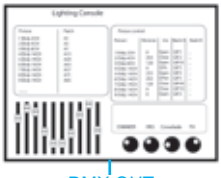
Elidy-Big / Wall	PSX9	DMX Universe	Address
1	PSX9 1	1	1
2	PSX9 2	1	226
3	PSX9 3	2	1
4	PSX9 4	2	226
5	PSX9 5	3	1
...	...	...	226

TUTORIAL 3: Assigning the Artnet universes

Universe No.	Net.Subnet.ID (Artnet 3)
0	0.0.0
1	0.0.1
2	0.0.2
3	0.0.3
4	0.0,4
5	0.0.5
6	0.0.6
7	0.0.7
8	0.0.8
9	0.0.9
10	0.0.10
11	0.0.11
12	0.0.12
13	0.0.13
14	0.0.14
15	0.0.15
16	0.1.0
17	0.1.1
...	...
64000	127.15.15

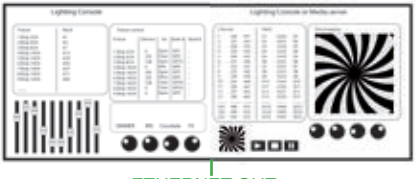
TUTORIAL 4: Case study of 12 Elidy-Wall controlled by 3 sources

- *Main lighting console*
- *Media server*
- *Backup lighting console*



DMX OUT

2- **Backup DMX consoles:**
Universe DMX 1
12 x 14CH



ETHERNET OUT

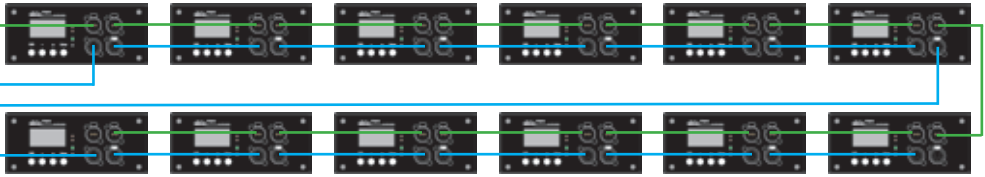
1- **Media server:**
Universe Artnet 1: 12 x 14CH
Universe Artnet 2: 225 x 2 CH
Universe Artnet 3: 225 x 2 CH
Universe Artnet 4: 225 x 2 CH
Universe Artnet 5: 225 x 2 CH
Universe Artnet 6: 225 x 2 CH
Universe Artnet 7: 225 x 2 CH

ETHERNET OUT

3- **Media server:**
Universe sACN 1: 225 x 2 CH
Universe sACN 2: 225 x 2 CH
Universe sACN 3: 225 x 2 CH
Universe sACN 4: 225 x 2 CH
Universe sACN 5: 225 x 2 CH
Universe sACN 6: 225 x 2 CH

Ethernet Switch

Power units:
Patch Mode: 1x Elidy Big/Wall
Link Auto: Off



Pix Engine Addr 001 sACN 1 / Artnet 2 **Anim mkr** Addr 226 Artnet 1

Pix Engine Addr 240 sACN 1 / Artnet 2 **Anim mkr** Addr 465 Artnet 1

Pix Engine Addr 001 sACN 2 / Artnet 3 **Anim mkr** Addr 226 Artnet 1

Pix Engine Addr 240 sACN 2 / Artnet 3 **Anim mkr** Addr 465 Artnet 1

Pix Engine Addr 001 sACN 3 / Artnet 4 **Anim mkr** Addr 226 Artnet 1

Pix Engine Addr 240 sACN 3 / Artnet 4 **Anim mkr** Addr 465 Artnet 1

Pix Engine Addr 001 sACN 4 / Artnet 5 **Anim mkr** Addr 226 Artnet 1

Pix Engine Addr 240 sACN 4 / Artnet 5 **Anim mkr** Addr 465 Artnet 1

Pix Engine Addr 001 sACN 5 / Artnet 6 **Anim mkr** Addr 226 Artnet 1

Pix Engine Addr 240 sACN 5 / Artnet 6 **Anim mkr** Addr 465 Artnet 1

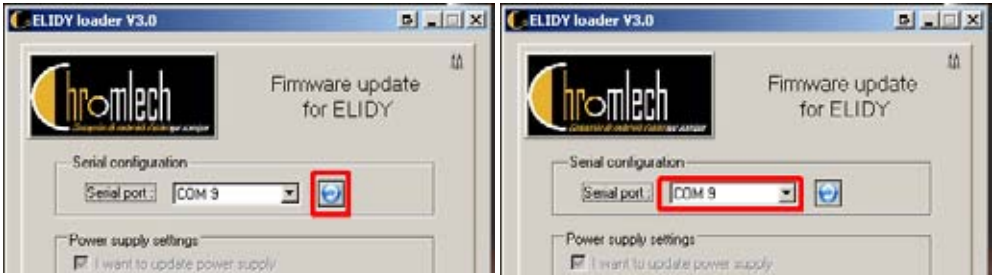
Pix Engine Addr 001 sACN 6 / Artnet 7 **Anim mkr** Addr 226 Artnet 1

Pix Engine Addr 240 sACN 6 / Artnet 7 **Anim mkr** Addr 465 Artnet 1

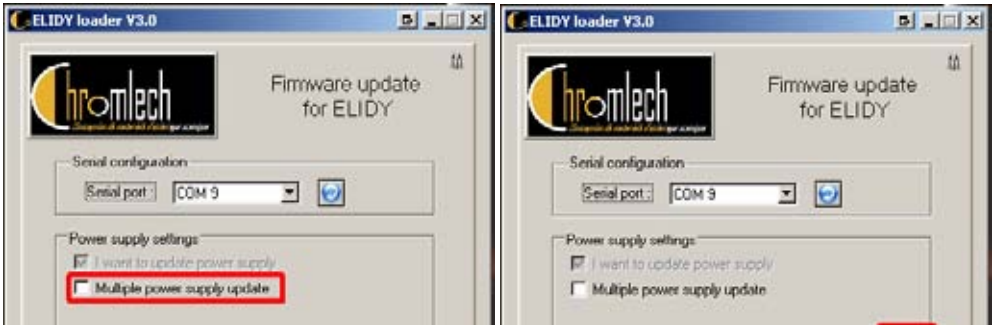
TUTORIAL 5: Upgrades

1- Install Update software on PC
First extract "Elidy_loader_client_Vx" software
Lauch Setup
2- Install USB RS485 cable adapter Drivers
3- Plug the cable in DMX XLR input
4- Configure COM port properties on PC
5- Start "Elidy loader" software
Follow these instructions :

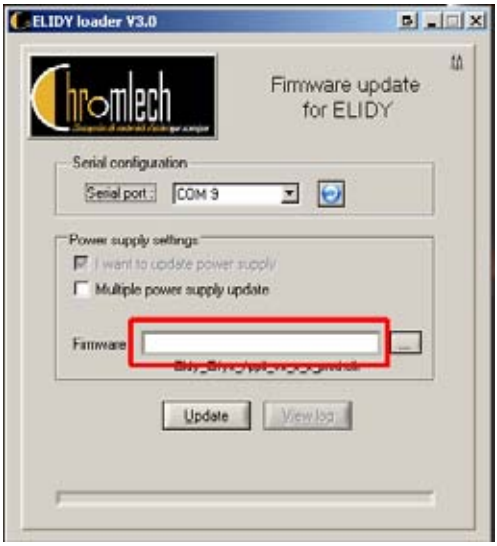
Select COM port (Blue button to discover ports)



Check Mutliple power supply update if several PSX9 need to be updated at he same time. (Power supplies must be connected by XLR DMX cables)



Select firmware for power supply



Press Update button to start update

Power supply firmware and GIF library are updated at the same time

TUTORIAL 6: Animation Maker

Description and options of parameters 1-6

(Dimmer - Shutter - Iris - Mix A/B - Mix Type)

Parameter	Description	DMX values				Default (Dec.)
		Dec.		%		
Dimmer Course Dimmer Fine	Set the global brightness of the animations generated by the Animation maker	0	65535	0	100	0
Shutter	Set the shutter value, open or 5 variable speed stroboscopes	0	255	0	100	0
	Open	0	4	0	2	
	Strobe	5	66	2	26	
	Open	67	69	26	27	
	Pulse	70	131	27	51	
	Random	132	193	52	76	
	Random Pulse	194	255	76	100	
Iris	Set the size of the Iris effect, 2 round, 2 square	0	255	0	100	0
	Round White	0	64	0	25	
	Round Black	65	128	25	50	
	Square White	129	191	51	75	
	Square Black	192	255	75	100	
Mix A/B	Set the transfer between GIF bank A and bank B	0	255	0	100	0
	A -> A+B	0	127	0	50	
	A+B	128	128	50	50	
	A+B->B	129	255	51	100	
Mix Type	Allows to select the Mix A/B transfer mode, 12 modes are available	0	95	0	37	0
	Detail: Refer to Tutorial 9					
	Crossfade	0	7	0	3	
	Manual fade	8	15	3	6	
	White fade	16	23	6	9	
	Black fade	24	31	9	12	
	Mask	32	39	13	15	
	A NOR B	40	47	16	18	

Animation Maker
Description and options of parameters 6-8
(Bank A - Bank A speed)

Parameter	Description	DMX values				Default (Dec.)
		Dec.		%		
	B NOR A	48	55	19	22	
	XOR	56	63	22	25	
	No function / Future use	64	255	26	100	
Bank A	Selection of the animated GIF in bank A - appears based on the value of the Mix A/B - 64 factory-configured GIF, 20 user GIF	0	255	0	100	0
	Detail: Refer to Tutorial 7-8					
	Open	0	2	0	1	
	Factory GIF 1	3	5	1	2	
	Factory GIF 2	6	8	2	3	
	Factory GIF 3 thru 64	9 ...	... 194	4 ...	... 76	
	User GIF 1	195	197	76	77	
	User GIF 2	198	200	78	78	
	User GIF 3 thru 20	201	255	79	100	
Bank A Speed	Set the speed of the GIF animation selected in bank A	0	255	0	100	64
	Pause	0	1	0	1	
	Speed from quick to slow Normal play mode	2	63	0	49	
	Stop / Syncho	127	128	50	50	
	Speed from slow to quick Reverse play mode	129	255	51	99	
	Stop - Flash synchronisation of the Animation maker	253	255	99	100	

In 8 Channel mode (Elidy-S Patch mode only), Bank A speed works differently :

0-1 : Pause
2-63 : Speed from quick to slow Normal play mode
64 : Pause
65-126 : Speed from slow to speed Reverse play mode
127 : Stop
128-255 : Index mode

Animation Maker
Description and options of parameters 9-11
(Bank B - Bank B speed - Symmetry)

Parameter	Description	DMX values				Default (Dec.)
		Dec.		%		
Bank B	Selection of the animated GIF in bank B - appears based on the value of the Mix A/B - 64 factory-configured GIF, 20 user GIF	0	255	0	100	0
	Detail: Refer to Tutorial 7-8					
	Open	0	2	0	1	
	Factory GIF 1	3	5	1	2	
	Factory GIF 2	6	8	2	3	
	Factory GIF 3 thru 64	9 ...	... 194	4 ...	... 76	
	User GIF 1	195	197	76	77	
	User GIF 2	198	200	78	78	
	User GIF 3 thru 20	201	255	79	100	
Bank B Speed	Set the speed of the GIF animation selected in bank B	0	255	0	100	64
	Pause	0	2	0	1	
	Speed from quick to slow Normal play mode	3	126	1	49	
	Pause	127	128	50	50	
	Speed from slow to quick Reverse play mode	129	252	51	99	
	Stop - Flash synchronisation of the Animation maker	253	255	99	100	
Symmetry	Set the global rotation of the Animation maker output on the Elidy - Setting of the Rotation in degrees and of the symmetry	0	255	0	100	0
	No rotation - No symmetry	0	31	0	12	
	No rotation - Horizontal sym	32	63	13	25	
	No rotation - Vertical sym	64	95	25	37	
	No rotation - Horizontal + Vertical symmetry	96	127	38	50	
	Rotation 90° - No symmetry	128	159	50	62	
	Rotation 90° - Horizontal sym	160	191	63	75	
	Rotation 90° - Vertical sym	192	223	75	87	
	Rotation 90°- Horizontal + Vertical symmetry	224	255	88	100	

Animation Maker
Description and options of parameters 12-14
(Fx - Fx value - Fade out)

Parameter	Description	DMX values				Default (Dec.)
		Dec.		%		
Fx	Apply one of the 16 special effects	0	255	0	100	0
	No effect	0	7	0	3	
	Negative	8	15	3	6	
	Symmetry	15	23	6	9	
	Blur	24	31	9	12	
	Index A	32	39	13	15	
	Index B	40	47	16	18	
	Iris round FX 1	48	55	19	22	
	Iris round FX 2	56	63	22	25	
	Iris round FX 2	64	71	25	28	
	Iris round FX 2	72	79	28	31	
	Iris square FX 1	80	87	31	34	
	Iris square FX 2	88	95	35	37	
	Iris square FX 3	96	103	38	40	
	Iris square FX 4	104	111	41	44	
	No Function / future use	112	255	44	100	
	Detail: Refer to Tutorial 10					
Fx Value	Value of the effect - varies depending on the effect applied in FX	0	255	0	100	0
Fade Out	Application of a fade out on the global output	0	255	0	100	0
	Normal Fade out from short to long	0	127	0	50	
	Fade out + low-voltage effect from long to short	128	254	51	99	
	Low-voltage effect only	255	255	100	100	
	Detail: Refer to Tutorial 11					

TUTORIAL 7: GIF factory libraries

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TUTORIAL 8: Procedure for the creation and loading of the user GIF

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TUTORIAL 9: Animation maker Mix Type

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TUTORIAL 10: Animation maker effects

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TUTORIAL 11: Animation maker Fade out

UNDER CONSTRUCTION

WARRANTY

Scope of the warranty

The Products are guaranteed against faulty materials and manufacturing faults for 2 (two) years from the date of delivery, subject to written notification that a fault has occurred being sent to CHROMLECH within 15 (fifteen) days.

If the Product is repaired, the repairs will be carried out by CHROMLECH or one of its subcontractors. Only CHROMLECH has the authority to appoint the repairer.
If CHROMLECH carries out repairs and/or replaces a part or the Product during the warranty period, the original warranty period is not extended.

CHROMLECH has sole authority for deciding what action should be taken under the terms of this warranty, in particular:

- whether the product should be repaired on the customer's site,
- or the Products should be returned by the customer to CHROMLECH so that they can be repaired.

Under the terms of the warranty, the customer is liable for any risks and transport costs and may not claim for any losses due to the equipment being unavailable while under guarantee.

Exclusions

This warranty does not apply to visible faults.

The warranty is not valid in the following circumstances:

- failure to comply with the recommendations for using and maintaining the equipment
- abnormal use of the equipment
- errors in operating the equipment
- failure to maintain the equipment
- repairs carried out by a third party without authorisation from CHROMLECH

This warranty also excludes:

- components with a life-time in normal use that is less than the warranty period
- replacement of consumables
- wear parts (in particular lamps, filters, gobos, flight case)
- faults and their consequences resulting from external causes

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